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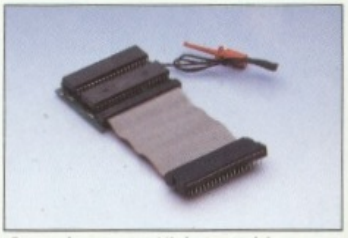
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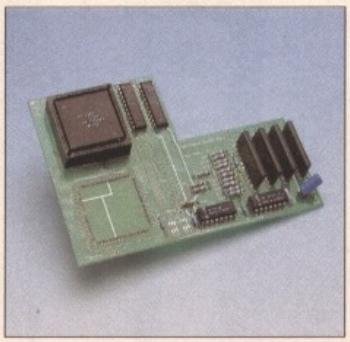
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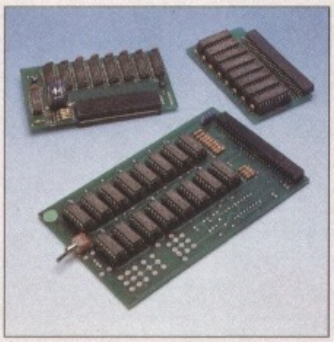
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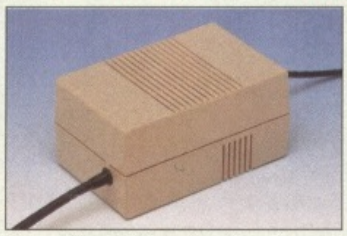
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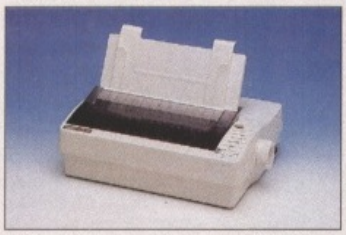
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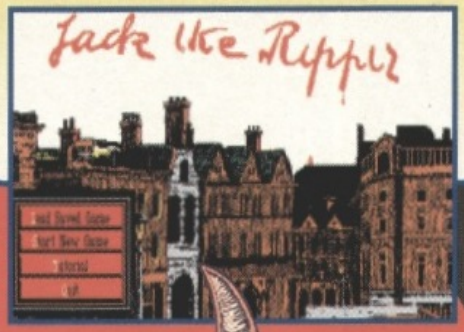
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# amiga FORCE

ISSUE 12
DECEMBER 1993

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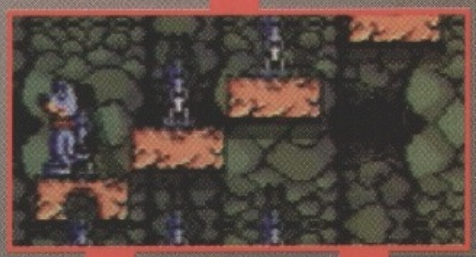
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amiga FORCE

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# Read all about it!

## SEEING IS BELIEVING!

**What a month we've just had! After taking in the sights of the ECTS (see elsewhere on this page), our senses were sent on a rollercoaster ride after sampling the imagery on *Rise of the Robots*. Then there were the fleeting glimpses of great things to come on the A1200 and CD32.**

**As long as the exposure of these machines is as great as Nintendo and Sega then the Japanese giants will be facing a new contender in the opposite corner.**

**As the nights grow longer and darkness hits us all the more sooner, it's good to see a whole load of new games to keep you busy. This issue alone features plenty of new full price releases, from Millennium's *Brutal Sports Football*, Gremlin's *Premier Manager II* and Flair's *Oscar*, which is being billed as a Sonic/Mario beater.**

**Just to prove that we do more than sit around and sun ourselves on the South Devon coast, we've supplied solutions to the two problem levels of *Flashback*, namely level two and the final stage, as well as the first batch of *Hired Guns* tips. It took many nights compiling that lot but I'm sure that you'll agree it was well worth it!**

**After the success of our last magazine challenge, we've decided to run another one, only on *Goal!* this time. If you reckon you're a real hot shot then send your best goals, saved on disk, to us — those that we deem the best will earn their place in our competition, alongside the bods here at AMIGA FORCE. But be warned — few lunchtimes pass by without the obligatory game of Dino Dini's classic!**

**Enjoy this issue — don't forget to let us know what you think when sending in those golden goals!**

## ECTS EXTRAVAGANZA

The trade gathered for their annual get-together at the Business Design Centre in London to display their wares and hype their forthcoming games at the beginning of September. Never one to turn down a cheap bar meal, Ian 'Freebie' Osborne made tracks to the big city to report on the comings and goings in the Amiga scene...

### KRISALIS

Plenty was happening at the Krisalis stand. They were touting *Manchester United-Premier League Champions*, which comes complete with several new features and tactics. The major new improvement is 'Tactigrid'™, allowing you to give special instructions to particular players. You'll now be able to send the Gary Pallistars of this world up the field for both corners and free-kicks, just as Alex Ferguson would.

Winter releases for the A1200 and CD32 versions of *Sabre Team* are planned, while the two high-spec machines will also enjoy their very own *Soccer Kid* in early 1994. The 500/600 version received an excellent review in issue 11, so great things are expected!

### GREMLIN

*K240*, previewed last issue, looks to be released in time for Christmas, although there wasn't much more information at the show. Also due out in December is *Kit Vicious*. Check out the previews section for details on Gremlin's forthcoming *Zool* sequel. We also took another look at *Legend Of Sorasil*, the latest Hero Quest adventure, and it looks just as good as when previewed a few issues back. A review is on the cards for our Christmas issue so keep your eyes peeled!



### PSYGNOSIS

One of the strangest games found at the show was *Microcosm* from Psygnosis, which was featured a while ago. Set for an appearance on the CD32, this sees you travelling through six areas of the human body, all to the beat of a Rick Wakeman composed soundtrack. It's the first Psygnosis game to incorporate fractal engine technology — to you and me, that means bloody amazing 3D imagery!

Also on the cards is *Second Samurai* (the sequel to *First Samurai* of all things), *Superhero* (this allows you to design your own superhero before taking them into the city streets to battle it out with evil-doers) and the motorcycle race game, *Prime Mover*.

## OCEAN SOF

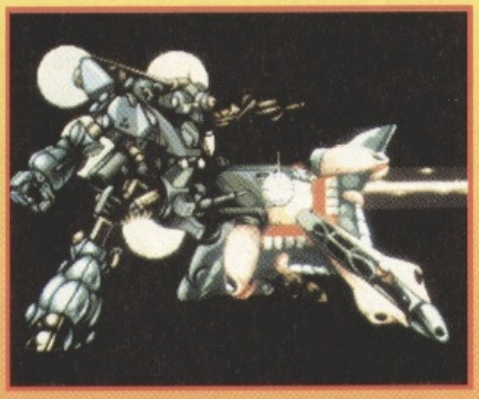
With an ever-growing commitment to the Amiga 1200 and sustained interest in the 500/600, there was certainly a great deal of activity centred on the Ocean stand.

Ocean's return to the world of flight-sims was evident in the form of *TFX (Tactical Fighter Experiment)*, previewed a while ago. Featuring about 200 multiple-objective missions described by Ocean as 'Real World scenarios, reflecting the current political climate', *TFX* makes full use of the CD32 and Amiga 1200 with its 3D play environments and intricate flight-modelling techniques. In true war combat mould, there are eight theatres of operation and, supposedly,











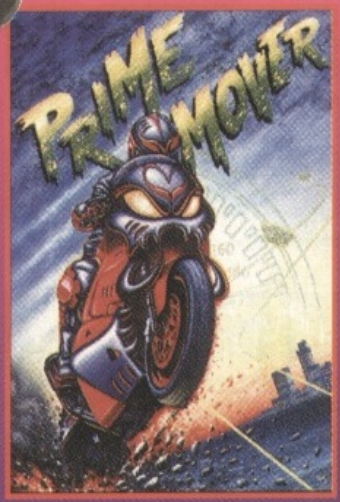
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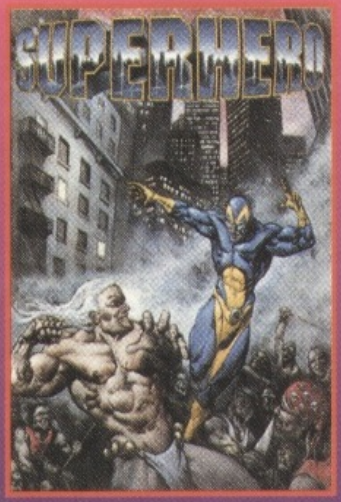
Braybrook's back with *Uridium 2*, the sequel to his ground-breaking C64 classic. Any shoot-'em-up has to be exceptional these days to get any kind of recognition — we're certainly expecting to see one of the finest blasters yet. An A500/600 version will be available along with an enhanced A1200 version.

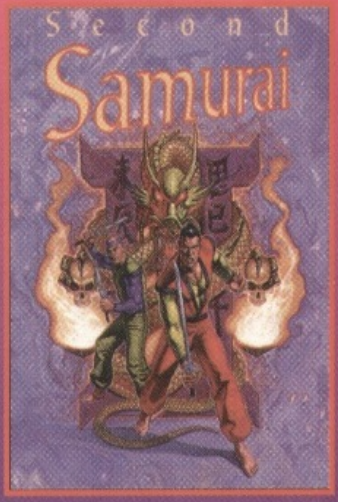
One of the most eagerly anticipated games from our point of view is *Sensible World Of Soccer*. In this, you take on the role of team manager, player or player-manager, and it looks like every feature, permutation and possible action has been catered for. Roll on 1994!

Another boost for the CD32 came in the form of its very own version of *Sensible Soccer*. All of the features of the 92/93 version are included along with an option to play through all six of the European World Cup qualifiers.

With a price of £29.99, *Sensible Soccer* should be an essential purchase for any self-respecting Amiga CD32 owner. There's nothing more satisfying than winning the Sensible League!







# TWARE

unique enemy combat intelligence. *TFX* is pencilled in for release very soon — time will tell if it's an improvement over *F-29*.

Ocean move into the realms of outer space for their big 1994 release, *Inferno*. Developed by Digital Image Design, the game comes with a graphic novel explaining the background of the entire solar system — from there, history will literally be in the making through your actions. There are seven planets, three moons and enough deep space to keep you guessing for light years. The space battles look to be ferocious — there are over 300 individually controlled craft to tackle in 3D along with a wealth of different scenarios. An A1200 release is promised for early 1994.

*Inferno* and *TFX* both come from Digital Image Design, who have tied up a deal with Ocean giving the Mancunian software house the rights to their next six products over the forthcoming three years. DID are responsible for *F-29* and *Epic* and are being touted as the leading light in 3D games development.





Ocean also featured *European Champions* and *Super League Manager*. *EC* is reviewed elsewhere; at time of going to press, *SLM* had been put back until the end of October. However, there is a link between the two, as, while playing the management-sim, *Super League Manager*, the game will offer random ties for you to play in *European Champions*, using the team that you put together during your trials and tribulations as a manager. There is also an option to enter a mini-league championship at the end of a season. It sounds heaven sent for us football groupies!

# News! EMPIRE SOFTWARE

More warfare with heightened contemporary slant is on its way with *Campaign II*. Taking the basis of *Campaign*, this follow-up introduces historically accurate maps from conflicts over the last 50 years as well as introducing over 100 post-war vehicles from Abrams to T72s.

Another of Empire's future releases is Syd Mead's *Maelstom*, a planetary war-sim which has you fitting out your battleship and entering into intricate tactical battles in something that looks little short of being an epic game. Incorporated into the game is 'Cleular Automat' giving every character in the game an individual persona and life.

Finally, *Combat Classics II* is a compilation designed for strategy connoisseurs. Included in the package is *F19 Stealth Fighter, Pacific Islands* and *Silent Service 2.*









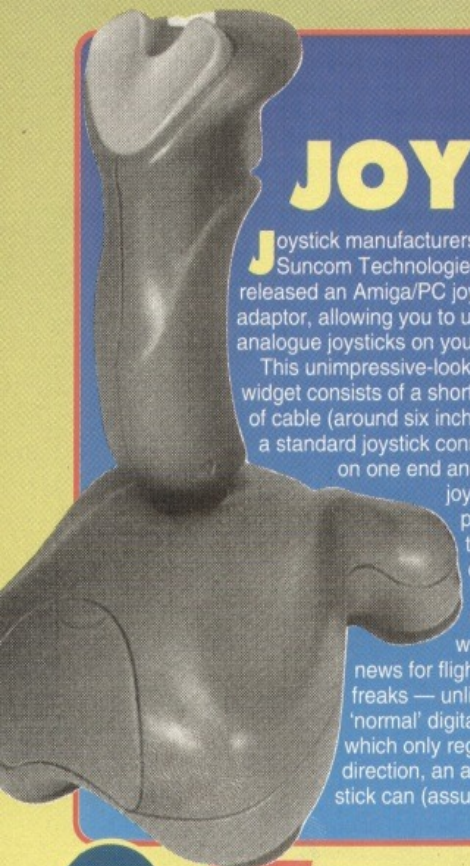

# MINDSCAPE

Much is promised by Mindscape for the CD32, with *Liberation-Captive 2, Alfred Chicken, D/Generation* and *TV Sports* all coming up over the next few months. We'll keep you posted on developments.

# CODIES

Codemasters recently announced the coming of *Cosmic Spacehead.* It looks to be an action packed adventure in the mad illustration style of the 1950's impression of the future. More news and a review soon!

# MORE JOY OF STICKS



Joystick manufacturers, Suncom Technologies, have released an Amiga/PC joystick adaptor, allowing you to use PC analogue joysticks on your Amiga.

This unimpressive-looking widget consists of a short length of cable (around six inches) with a standard joystick connector on one end and a PC joystick port on the other. This is very welcome news for flight-sim freaks — unlike a 'normal' digital stick which only registers direction, an analogue stick can (assuming the software supports such a stick) tell the difference between light and harsh movement. Pull back gently and the nose rises slowly. Yank the stick back as far as it will go and you loop-the-loop, just like a real plane. Analogue control can be a real boon to racers too, eg. MicroProse's *Formula One GP.*

The only Amiga-specific analogue controller is (as far as we know) Konix's *Speedking* which, although a great adaptation of a highly-acclaimed joystick, is ultimately a pointless exercise. Because you need to cradle the body of the stick in your left hand, it's impossible to use one-handed, a fatal flaw for a device which will mainly be used for keyboard-heavy flight sims and the like. Many of the Suncom PC range pictured here are equipped with desk-hungry suckers, ideal for military sims.

The Amiga Analogue Adapter costs £4.99 and can be obtained from Suncom Industries, 4 Mercian Close Ind. Est, Watermoor End, Cirencester GL7 1LT. Send a SAE for details of Suncom's PC joystick range.

# Top 20!

ELSPA CHARTS

PENGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

*Championship Manager '93* 'gallups' to the top of the charts. Watch out for *Premier Manager II*, though!

| | | |
|---|---|---|
| 1 | **Championship Manager '93** | Domark |
| | **Syndicate** | Electronic Arts |
| 3 | **Project X** | Team 17 |
| | **F17 Challenge** | Team 17 |
| 5 | **Soccer Kid** | Krisalis |
| | **Alien Breed: Special Edition 92** | Team 17 |
| 7 | **Sensible Soccer 92/93** | Renegade/Mindscape |
| | **Gunship 2000** | MicroProse |
| 9 | **Goal!** | Virgin |
| | **Premier Manager** | Gremlin |
| 11 | **Flashback** | US Gold |
| | **World Class Cricket** | Audiogenic |
| 13 | **First Division Manager** | Code Masters |
| | **Dune 2** | Virgin |
| 15 | **Dogfight** | MicroProse |
| | **Formula One Grand Prix** | MicroProse |
| 17 | **Trivial Pursuit** | Hit Squad |
| | **Body Blows** | Team 17 |
| 19 | **Desert Strike** | Electronic Arts |
| | **Man United Europe** | Buzz |

# AMIGA 500 OWNERS POWER UP!



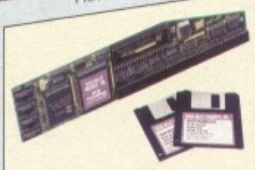
PICTURE SHOWS GVP HD8+, THE A530 FEATURES SIMILAR DESIGNER STYLING

Power up your A500 with the very best in Amiga peripherals. Give your computer a new lease of life with a hard drive or accelerator plus hard drive from GVP.

These powerful, award-winning products plug neatly into your A500 or A500PLUS, giving you more storage, and more speed. But the improvements don't stop there: in every area of Amiga operations these peripherals will enhance your A500. Both models can upgrade your Amiga's RAM, making operations even faster. You can add a PC emulator (featured below, left) letting you run thousands of PC software titles. Further hard drives, back-up systems and CD-ROM drives can also be added via the built-in SCSI interface. The list is endless, GVP's HD8+ and A530 are the undisputed best Amiga peripherals available.

If you were thinking about upgrading to an A1200 or A4000, think again. With a GVP A530 Accelerator upgrade, your A500 will be 14 times faster than a normal A500, almost nine times faster than an A1200 and over one and a half times faster than the mighty A4000 030 (see chart below).

## AT NEW LOW PRICES!



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**FOR USE WITH HD8+ or A530**

For extra power and flexibility you can also use GVP's custom expansion slot (mini slot) to fit this GVP PC emulator. This compact circuit board turns your Amiga 500 into a fully featured PC compatible, capable of running thousands and thousands of PC software titles including Windows and MS-DOS 6.

- 80286 16MHz processor
- Norton SI index of 15
- Compatible with MS-DOS version 3.2 or later
- Windows 3.x compatible
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- Socket for optional 80287 co-processor
- Hard drive compatible
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## MORE STORAGE

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A GVP HD8+ Hard Drive will have an immediate effect on your Amiga. Where you used to constantly swap disks, wait for files and programs to load and sit around waiting for disk accesses, you'll now be pushed to keep up with your Amiga. Hard drives are used for the same storage purposes as floppy disks, but can hold a great deal more information and access this data much more quickly.

The A500 HD8+ (pictured above) provides the ultimate in hard drive performance, it can also increase the memory of your Amiga by up to 8Mb, support up to six SCSI devices and provide PC compatible emulation via its custom expansion slot (mini slot) see left.

### COMPARISON CHART

| FEATURES/MODEL | GVP HD8+ | ICD TRIFECTA LX | COMMODORE A590 20Mb | EVESHAM REFERENCE 100 |
|---|---|---|---|---|
| *TRANSFER RATE: Kb per second | 1066 | 1028 | 564 | 400 |
| GVP DESIGNER STYLING | ✔ | - | - | - |
| RAM EXPANSION(MAX) | 8Mb | 8Mb | 2Mb | 4Mb |
| MINI SLOT (FOR FUTURE EXPANSION) | ✔ | ✔ | - | - |
| SCSI INTERFACE | ✔ | ✔ | ✔ | ✔ |
| GVP PERFORMANCE Faaast ROM | ✔ | - | - | - |
| DEDICATED POWER SUPPLY | ✔ | ✔ | ✔ | - |
| PRICES FROM | £199 | £295 | £159 | £329 |

* Figures taken from *Amiga Computing*, October 1993

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*Computer Mart* April '92

"Without doubt the best hard drive available for the A500 ..."
*Amiga Format* April '93

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AMIGA GOLD SCSIMAT 92%

BLUE CHIP AWARD

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|---|---|---|---|
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| £349 | INC VAT - HAR 0888 | £499 | INC VAT - HAR 0922 |

## MORE SPEED

### 40MHz ACCELERATOR + HARD DRIVE + RAM EXPANSION

The GVP A530 is a unique combination of a Hard Drive, RAM upgrade and an Accelerator. Inside is a full Motorola 68030EC processor running at 40MHz, making your A500 faster than you thought possible - almost nine times faster than even an A1200. And, fitting a PGA maths co-processor (40MHz 68882, ref: UPG 1982, £129 inc VAT) can improve this still further, with some operations being 300 times faster than an A500. In addition you can add up to 8Mb of 32-bit RAM, which further enhances its performance.

### FASTER THAN AN A1200 or A4000 030

An A500 with the GVP A530 will be considerably faster than either the A1200 or A4000. This is possible because the A530 uses a 40MHz 68030EC, whilst the A1200 used the slower 14.19MHz 68020EC and the A4000-030 uses the 25MHz 68030EC processor.

Features include:

- 40MHz 68030EC Processor (the A1200 has a slower 14MHz 68020EC processor)
- Up to 8Mb of 32-bit Memory, 1Mb of 32-bit Fitted
- PLUS Same Features as HD8+
  - Mini-slot for Future Expansions, see PC Emulator - far left
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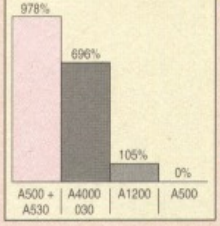
"I liked the A530 so much that I bought one" *CU-Amiga* October '92 - 97%

AMIGA GOLD SCSIMAT 94%

BLUE CHIP AWARD

FAST RAM
GVP's A530 includes 2 SIMM sockets for easy Fast RAM installation. One socket already contains 1Mb RAM. Options are 2 x 1Mb cards, 1 or 2 x 4Mb cards offering 2Mb, 4Mb or 8Mb of RAM.
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SYS INFO CPU MIPS
% SPEED DIFFERENCE TO STANDARD A500




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# Just aro the Corn

**Ninjas, elves, aliens and martial artists — what do they all have in common? They're coming to your Amiga real soon, that's what! From *Zool 2* to *Body Blows Galactic*, we've all the details on the games just around the corner...**





## ZOOL 2

### Gremlin Graphics




The Ninja of the Nth dimension is back! Zool, ninjitsu expert and all-round good guy, returns in *Zool 2* with a few allies — Zooz, a female version of himself, and a dog called Zoon, who has two heads — one with a highly intelligent brain, the other with barely two brain cells to rub together!

There are nine worlds in total, comprising Swan Lake, Bulberry Hill, Tooting Common and Mount Ices amongst others. Each one has related enemies, such as sparrows and other bird-like nasties in the Swan Lake areas. Mental Block, Zool's arch-enemy (as if you didn't know), appears at the end of every level, only in different guises, so expect a fight on your hands!

Each character will have their own special moves, Zool's able to shin up walls and perform special stunts in mid-air, while Zooz has a spinning attack that allows her to break through floors.

*Zool 2* is still in production — secret levels, new power-ups and special enemies are all being included before its November release. Gremlin have also announced a special A1200 version, featuring enhanced graphics and gameplay.

# ...nd er!



## BODY BLOWS GALACTIC













### Team 17

Undoubtedly one of the success stories in recent times, *Body Blows* now gets hi-tech in it's successor, *Body Blows Galactic*.

Two of the heroes — Junior and Dan — have entered an intergalactic competition to decide on the galaxy's finest fighting talent. Seven other planetary races have also been invited, with their heroes ranging from the hot-headed Flame, the enigmatic Discette, the ghoulish Phantom and even a jokeyed dinosaur — quite a bizarre sight!

There are various versions in development, with the 32bit games looking especially impressive. The backgrounds, graphics and moves have all been enhanced — when you consider how hot the original was, this promises to be positively scorching!

## ELFMANIA

### Renegade

Renegade are set to jump on the *SFII* bandwagon with *Elfmania*, an unusually-named beat-'em-up.

Programmed in Finland by Terramaque, this takes the genre into more mythical lands with diverse and invariably armed characters.

Great things are promised by the Terramaque/Renegade team. The game's been in development for well over a year, with a team of seven looking after the 21 megabits of graphics and 4 megabits of superb sampled sounds.

There's no doubting that it looks wonderful, even if that Sumo chap does bear an uncanny resemblance to Eddie Honda (not to mention our tips boy). Terramaque are keeping most of the other features under their hats for the time being. As soon as we've polished up our Finnish, we'll be able to bring you more news on what looks like a real contender to take the *SFII*/*Body Blows* crown.!

Failing that, we should be able to bring you a review closer to its December release.












# TURRICAN III

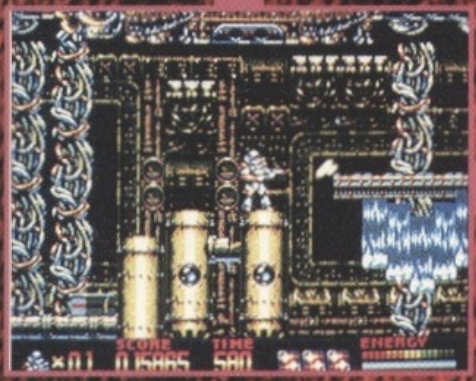
## Renegade

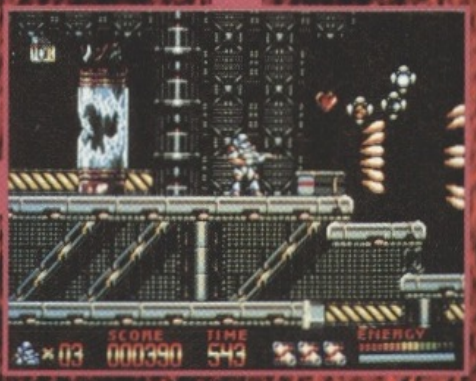
With the recent success of arcade adventures, beat-'em-ups and all manner of simulations, platform/blast-'em-ups have taken a back seat. Renegade have a wealth of the little blighters, though, with *Turrican III* leading the way.

The game follows the same style of platform/shoot-'em-up theme as the originals, with new levels, traps and beasties thrown in for good measure. In fact, it looks to be very much like the SNES version, with realtime 3D zooming and rotation along with 50 frames multiple speed scrolling. Both *Turrican 1* and *2*, available on budget, scored in excess of 85% — *Turrican III* could possibly go one step further!

If you like variety in your action games, then it may well be worth keeping an eye out for *Turrican III* — we'll let you know what we think next issue!

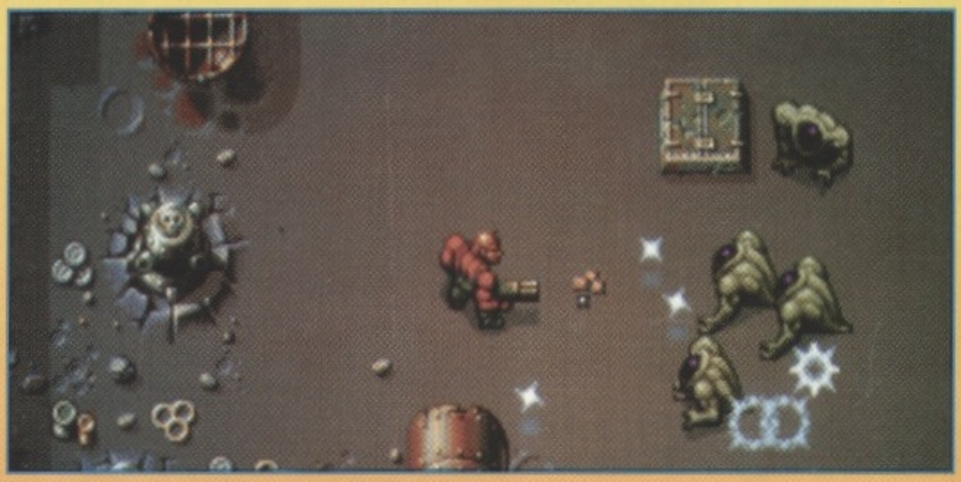



# THE CHAOS ENGINE

## Renegade



Fans of the hugely successful *Chaos Engine* on the Amiga 500/600 will now be able to purchase the A1200 version. The Bitmap Brothers have now put the final touches to what they promise will be a much improved gaming experience.

Set in a remote Victorian Mansion, *Chaos Engine* draws its inspiration from the worlds of Charles Babbage and H G Wells. The player leads a party of adventurers through the grounds, the woods, the outbuildings and into the mansion itself. The idea is to locate the Hall of Machines, destroy the Chaos Engine and return peace to the land. If you fail the space/time continuum will be permanently disrupted - leaving the usually gentle inhabitants of the mansion and its grounds trapped in the bodies of ravenous beasts.

Using the capabilities of the hardware, the 1200 version will feature 256 colour graphics and enhanced sound.

The game retains the two player feature. Even if there is only one human player, the computer will not only control the other character, but control him in accordance with his abilities and characteristics.

Renegade consider this to be a remarkable improvement on the original game. Judge for yourself, as the game's due to be released any time now as we go to print. Expect a full review in the next issue.











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NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**

With Sound Tracker you can find the complete music in programs , demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**

From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.

- **DISKCODER**

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP -**
allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

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Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

NEW **IMPROVED PRINTER SUPPORT -**
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Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTOR -**
if you enter a command without a filename, then a file requestor is displayed.

- **DISK COPY**

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

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EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

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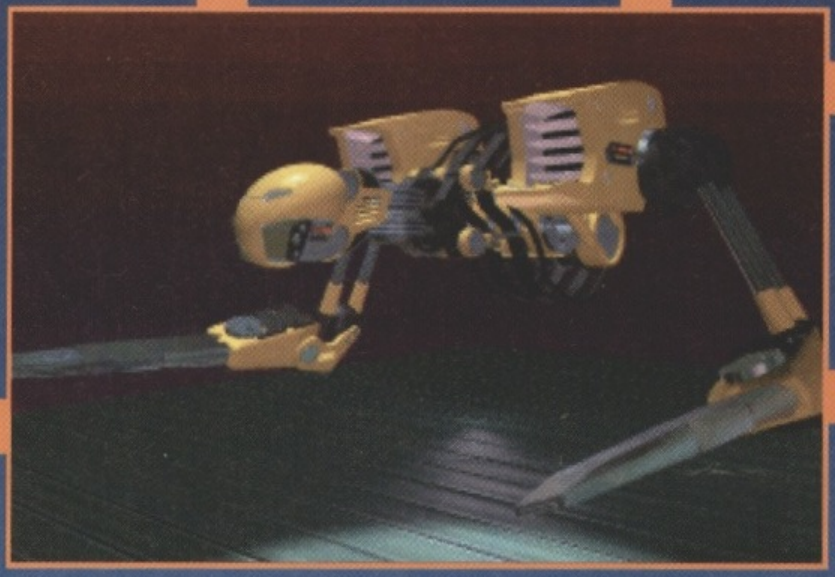
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A/F AAR IIId

# RISE OF ROB

**When we first caught sight of *Rise Of the Robots*, we were pretty amazed at the quality of the graphics. Surely, though, it's little more than *Streetfighter II* with beefed up graphics? Chris 'R2D2' Marke investigates...**











**(Right) The Supervisor has an unorthodox yet effective special move — he simply melts away! Graphically it's stunning, with faultless animation and definition.**

## Instinct

The whole project was undertaken by Mirage's new in-house development team, Instinct Design, with the philosophy that 'game design is the most important element of a game'. Well said — but an obvious point, surely?

Evidently not. As Instinct see it, too many games have wasted features or over-complex designs which are unnecessary and largely unused, detracting from the gameplay. With *Rise of the Robots*, they set out to produce a game in which you feel the power of every punch dished out by your responsive fighter.

The cosmetics of the game are nothing short of stunning. The animation on the intro sequences utilises new techniques and technology to deliver unprecedented scenes; 3D Visual Contouring, as it's called, allows Instinct to build all the elements of the characters as if in a photographer's studio. Lighting, textures, reflections and opacity can all be altered to add to the realism of the animation. We've seen the result, and, believe us, it really is a sight to behold! Characters melt away, the 3D images rotate and scale and the intermediate screens are the closest to a film scene that we have seen.

## The Supervisor is coming...

But it isn't just an exercise in graphical capabilities. A whole world has been created for *Rise of the Robots*; the concept revolves around that of a film rather than a normal game. For example, selection of two player games is accessed by guiding the cyborg up the relevant tunnel. This has been done to a lesser extent before — *Prince Of Persia* springs to mind for level selection — yet Mirage are particularly proud of the fact that *ROR* goes one step further, claiming that it pulls you into the world.

Okay — so we've got the graphics, the intros and the concept, but what about the game itself? Instinct are still putting the finishing touches to *ROR*, but the main points have been fleshed out. As we mentioned in our mini-preview in the last issue, the storyline revolves around the 'Supervisor', a highly intelligent cyborg. When an ego-virus infects his circuits, he halts production and re-programs the security forces of Electorcorp's major manufacturing plant, Metropolis 4. The plant is still precious, though, so a cyborg was developed, using a human brain, to sort out the robots with the minimum of firepower.

You control this cyborg, battling six different robots over three or five bouts, each with increasingly more power. Viewed in a side-on perspective, you can call on various moves to use against your opponents such as low kicks, high kicks, jump kicks and so on. One of the in-game features allows you to power-up by holding the firebutton down for longer; this results in a more effective attack, yet you are also vulnerable to attack during the power-up sequence.

After you've successfully defeated an enemy robot, you manoeuvre your cyborg through the connecting tunnels, encountering a 'hover' droid along the way. You need to eliminate this droid using a variety of power moves.

## The age of artificial intelligence?

As with all good beat-'em-ups, each character has a special move, from charges to slams, flips to spin kicks. The emphasis has been put on ease of use — every move is quite straightforward to manipulate, eliminating the necessity to hit three different directions to perform your special move.

# THE OTS



## Instinct Design

Instinct Design intend to put real design behind their games, drawing on a wealth of experience to put their philosophy into action. Headed by Sean Griffiths, erstwhile member of The Bitmap Brothers, *Rise of the Robots* is their first project for Mirage. Judging by what we've already seen, they look set to be around for some time!









### WORK IN PROGRESS

**These shots, although from the PC version, display just how innovative and impressive the graphics are. And if they appear this good on page, just imagine how they look when animated!**

**These robots are pretty stunning but the game has been improved since these first designs. From the demo that we saw the speed and movement of the characters is unparalleled by any beat-'em-up currently on the market. Seeing really is believing!**





In the two-player game, you can choose from the six robots, so you need to learn the moves that each one is capable of. Another of the game's 'hidden' features involves strong and weak points on particular robots and this is very evident during these two-player-brawls. For example, a robot with a large upper body but smaller legs would pack a powerful punch yet would be particularly susceptible to hits in the legs.

### State of the art graphics

A great deal of work has been put into developing 'artificial intelligence' for each of the computer-controlled robots. Their reactions to your previous attacks and position are decided by their level of intelligence and motivation. Such a feature has never really been incorporated to such an extent before; the end result will mean more challenging fights and less repetition which can't be a bad thing!

It's obvious that a tremendous amount of work has gone into producing *Rise of the Robots*. The fruits of their labours will be revealed early 1994 — so far, it looks set to herald a new standard in beat-'em-ups!

Letters!

# FORCE nine mail

**Another month, another letters page. The Newton Abbot postman's currently missing, presumed tired, and our store rooms are utterly bulging with readers' enquiries, words of wisdom and, of course, D-Paint art. So, if you're eager to point out spelling mistakes, wrong information or — heavens above — complement us and have a letter-based chat, don't delay, write today!**

## A Scottish Possum Writes...

Dear Ed
Firstly, let me apologise for what I am about to say. Secondly, let me say what it is I am apologising for. Your letters page, I'm afraid to say, is quite simply boring. In the July issue, nearly every single reader repeated the same drab message — your magazine's nice and cheap, keep the cards, stay away from the coverdisks. Marcus the Sheep provided some desperately needed wit in the form of his 'By the way, I'm a sheep' comment. Its surrealism value shone radiantly from the uninspired other letters like a shiny radiant thing. Just thought I'd tell you.

By the way, anyone who uses one of those nasal hair-trimmers, please write in to AMIGA FORCE so that all the readers can laugh at you as a collective group.

I went to cubs for two weeks as a child and I have been mentally scarred since. All this 'dib-dab-dob' stuff sounded like a subliminal message. One of the other cubs got banished to hell by a cloaked stranger who revealed himself as Goliath the Possum. Creepy.
**Goliath the Possum, Scotland.**

■ Wit — such a personal thing. After all, GP, some readers may find your ramblings to be amusing, others will just think that you haven't an ounce of humour in you. Me, I'm sitting on the fence, watching Marcus the Sheep no less, and scouring my 'Ha Ha Bonk' book of humour trying to see where possums fit in. Funnily enough, there was no mention of possums or your home country.

As for nasal hair-trimmers, I did catch sight of one around the SEGA FORCE MEGA offices once, but the less said about that the better. Dear old Guttersnipe would have my guts for garters should I let out his little secrets...
**Chris.L**

## Public Backlash

Dear Ed
Is it true that every letter must start with praise to get printed? Just about every one printed mentions something about how brilliant your mag is — doesn't that go without saying?

I digress. One of my favourite sections in your esteemed mag is Going Public. I've sent off for quite a few different games and it really is quite amazing just what you can purchase. I was wondering just how you go about getting a game published in the PD sector? Can I send them to you and will you review them? Most of the ones that I've made are produced using AMOS, but most of my friends still reckon they're pretty good.

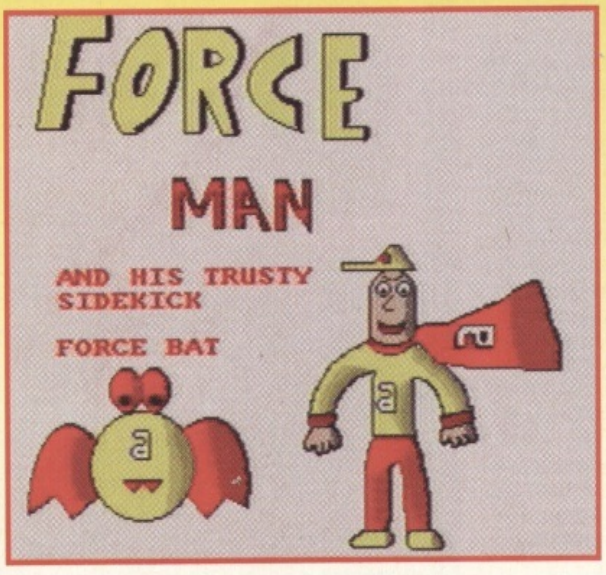
Just in case I do need to mention it, I think that your mag is great!
**Jon Singleton, Watford.**





**I like it — a bit of surrealism to brighten up our lives. These were put together by Chris Beel — possibly a self-portrait in there, Chris?**

■ The best thing to do is contact one of the PD or shareware companies; that way, your software will reach a wider audience. If you do want to send us your games then, by all means, do so — we'll pass it on for Ian 'Public Domain' Osborne to cast his beady eye over.
**Chris.**




### I've got the Force, Man!

**Meet the Force Man, created by the brilliant mind of an unknown artist. Come on now — if you can put together something on Deluxe Paint then you should be able to enclose details of your name and address! Still, this guy looks cool, if a little too close to Ian Osborne for comfort. Or may be it's the bat that reminds me of our PD man? Anyway, great effort whoever you are!**

# Poor Influence

Dear AMIGA FORCE

Having watched the first series of Bad Influence and GamesMaster, I was quite angry with both.

BI reviewed *Soccer Kid* — you know the little Chinese girl who always goes 'I like this game, I think it's cute' (she hasn't seen *Wax Works* yet)? Well, why couldn't she have said that about *Soccer Kid*, instead she said 'Oww! I don't like this game, I think the controls are a bit too hard and complicated'. Me and my mates know that it's going to be good, they only gave the game three stars (well, they're girls) which might put people off.

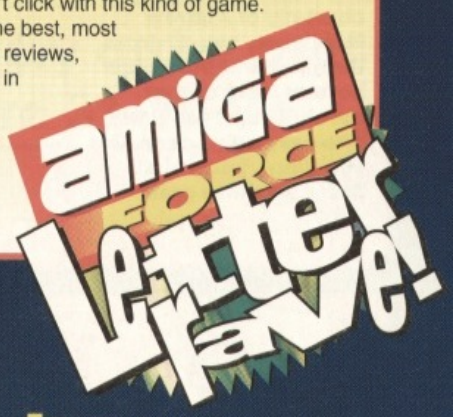
GM's just as bad — it hardly mentions the Amiga or uses Amiga games for the challenge. I think the Amiga has as much right to be on GM and BI as consoles do.

**David Berry, Plumstead, London.**

■ Couldn't agree more with your last point, David. The Amiga is just as widely used as the consoles and is far more capable, yet is probably considered too serious or heavy-going for the TV people. Try writing into the shows to express your concerns — if enough people contact them, they'll have to re-think their ideas, won't they?

On the review side, though, you should consider that any review is subjective; if the girl that commented on *Soccer Kid* just didn't like it, I guess she had every right to say so. I'm with you on this one too — *Soccer Kid* is a cracking game — but there will be those who just won't click with this kind of game. To get the best, most rounded reviews, just look in AMIGA FORCE every month!

**Chris.**




# Dont' talk...

Dear AMIGA FORCE

So, the CD32's finally arrived then? So where, pray tell, is the TV advertising? Or the endless stream of promotion in a fashion not dissimilar to Sega and Nintendo's hype machine? And what about the games? Granted there are a fair few of them, but as most of them are mere updates, they're hardly going to encourage potential buyers to purchase them insteads of the more established but technically-inferior Mega CD. Ocean's *TFX* and *Inferno* look promising, as does Psygnosis' *Microcosm*, but *Zool*? That was bad enough on the standard Amiga! I'm currently an A600 owner, and spent roughly two weeks recently weighing up the pros and cons of buying an A1200 — which is, in essence, a CD32 without the CD. Then it hit me — it might not be such a wise move. The five-or-so promising releases scheduled for release may well be some of the last if the machine doesn't sell well, and without hype, how can it? Software houses like Ocean tend to be ahead of the pack when it comes to supporting new machines — they have been with the Spectrum 128, +3, Amiga 1200 etc — but they're big enough to afford to get their fingers burnt once — due to an absence of sales — but they'll soon pull out if there's not the user base.

Ahh, moan moan moan. Here's looking at you Commodore

**Dan Ellis, Kings Cross**

■ Yes indeed.

**Chris**

# Syndicating Syndicate

Dear AMIGA FORCE

Firstly, I would like to say that I'm what you call a compulsive buyer of any Amiga magazine and I can safely say that yours has always been the best in my mind.

I wonder if you could answer some of my questions:

1 Will there be any extra mission disks for *Syndicate*?

2 Will there be a *Syndicate 2*?

3 I'm going to get an A1200 soon. Will there be a CD add-on to turn it into a CD32?

4 When will the excellent looking *T.F.X.* be released?

To finish with, might I say how impressed and grateful I felt when I saw how well you mapped and explained *Syndicate*. Thank you!

**J Bentley, Somerset.**

■ Hey, I bet you say that to all the mags (just kidding, your sentiments are much appreciated)!

1 Check out last issue's news for details on the update disk for *Syndicate*. It will feature 50 new levels along with additional weapons and other new features.

2 In time, no doubt.

3 The good news is, yes, there will be a CD 32 add-on for the A1200, as well as a keyboard upgrade for the CD 32. More news as it breaks.

4 The latest details on *T.F.X.* and Ocean's other goodies are included in this issue's news section. We've seen a running demo on video and it's absolutely mind-blowing!

**Chris.**

# Maltese Masterpiece?

Dear AMIGA FORCE

I am writing to you to get some information. I want to make my own games, and I want to buy the shoot-'em-up construction kit. I live in Malta and I can't find this kit so I want to get the details of an English company.

Oh, congratulations on a perfect magazine!

**Nathan Muscat, Malta.**

■ Cheers, Nate — we do try. Regarding SEUCK, why not try one of the mail-order shops that advertise in AMIGA FORCE? Even if they don't hold it in stock, I'm sure that they would only be too happy to order one for you.

**Chris.**

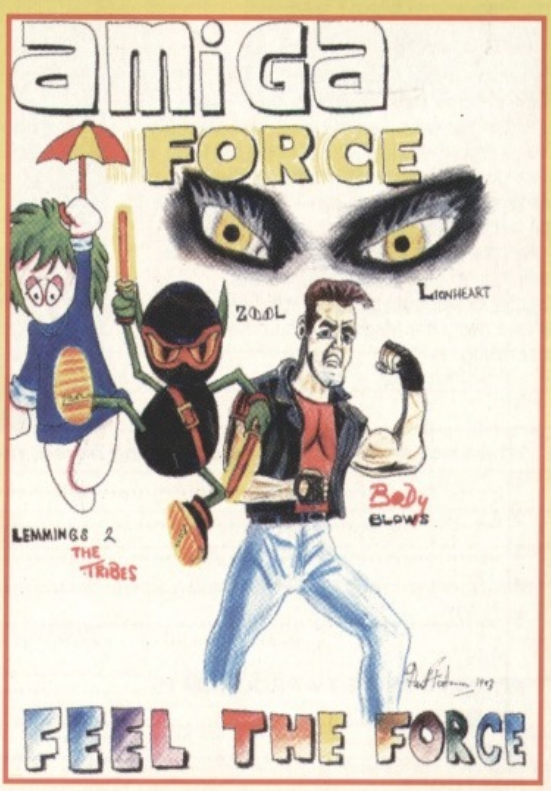
# Feel the Force!

**The proud artist behind Feel The Force is Paul Footman.**




## Hume 1 Dune 2

**Peter Hume has been hard at work on his Deluxe Paint. Here's his spaced out version of *Dune II — Battle For Arakis*. By the way, if you DPainters want your disks back, please enclose a SAE.**



# Letters!

## Dizzy!

**Sonic's getting what for from a jubilant Dizzy courtesy of Andrew Middleton, age 11 from Birmingham. Study the bottom right corner carefully and you'll see two pray paint cans. Bet you didn't know that Dizzy was into graffiti did you?**




## The Very First Readers' Chart!

Back in Issue Nine, when we could still watch the sun set over the stretching green hills of dear old Ludlow, we asked you, the reader, to vote for your favourite games. The response was quite staggering — we've had to buy a new calculator just to figure out the results (unfortunately, we ran out of fingers and nobody dared use their feet in case the neighbours complained of the smell). To cast your vote, fill in the coupon below and send it to READERS' CHART, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW.

**1 Sensible Soccer**
**2 Lemmings 2**
**3 Formula One Grand Prix**
**4 Championship Manager '93**
**5 Premier Manager**

Are you lot sports fanatics or what? *Sensible Soccer* came way out on top, but it was a close run thing between *Lemmings 2* and *Formula One Grand Prix*. And why is *Championship Manager '93* more popular than *Premier Manager?* Hey, you tell us — this is your chart, you decide the outcome.

And the victor in the great ice lolly debate (well, not so much a debate, more a questionnaire, but you know what we mean) is far and away the Magnum. The power of advertising, eh?

## Seedy Matters

Dear Ed

I find AMIGA FORCE good and buy it regularly, but I think that you can make it excellent:

Firstly please have three pages for 90% and up, with one page of pure writing and two pages with screenshots; with 50-90% two pages and under, 50% one page.

And secondly, have more news on games coming out. Lastly say what's happening in every screenshot. I notice you leave some with no writing by it.

I'd like to ask:-

1. Where is *Frontier*?
2. Will *Frontier* be released on the CD32?
3. Can you save on the CD32. If so how?

**Stuart ,Winchester.**

■ Aha — constructive criticism, whatever that may mean. Wherever possible, we give a highly rated game more space, but, with so much to squeeze into every issue of AMIGA FORCE, it's not always possible. Balancing text with screenshots is a difficult matter — a page of solid text would be a bit heavy on the eyes! The same goes for captioning all screenshots — in order to get as many on page as possible, we can only annotate a few. However, comments noted.

As for your questions...

1 *Frontier* is now being released by Gametek (as opposed to Konami who instigated the product). Release is expected in time for Christmas.

2 As far as we know, there are no plans as yet to release *Frontier* on the CD32.

3 Yes you can, through a nifty battery back-up that's built into the machine.

**Chris.**

## Blowing away the Myth

Dear AMIGA FORCE

In response to Brendon from Tipperary in issue eight, I think *Body Blows* is much better than *SF2*.

Brendon got a lot of things wrong about the game. There are an equal amount of characters in *Body Blows* and *SF2* (*Body Blows* and *Body Blows* version two).

*SF2* has — E. Honda, Ken, Ryu, Guile, Blanka, Zangeif, Dhalism, and Chun-Li which you can control, and the others Balrog, Sagat, Vega and M. Bison = 12.

*Body Blows* (version 2) has Nick, Dan, Mario, Kossak, Dug, Junior, Ninja, Yitu, Mike and Loray which you can control; the others Max and T17 = 12.

The same amount of characters but without cheats. *Body Blows* has more people to use. In version two, you can use all ten characters in one player mode.

As for special moves (real special moves, not shoulder throws and pile-drivers), *Body Blows* has more special moves and they are far easier to perform.

As for the computer doing moves every second on *Body Blows*, this happens on *SF2* as well!

It isn't frustrating, it's fun, but you have to be good at it.

**Shane Daunt, Kent.**

■ No matter what's been said before, I think that this is all a matter of horses for courses. Sure, both games have their good and bad points, yet both come highly recommended. Strangely, neither figure in our readers' top five —maybe you were all too busy playing the darn things to bother to write in? Come on now, get those votes registered!

**Chris.**

## Dizzy Too!

**What better way to round up our letters page than with another of Peter Hume's DP masterpieces? A rather different version of Dizzy than Andrew Middleton's, don't you think?**



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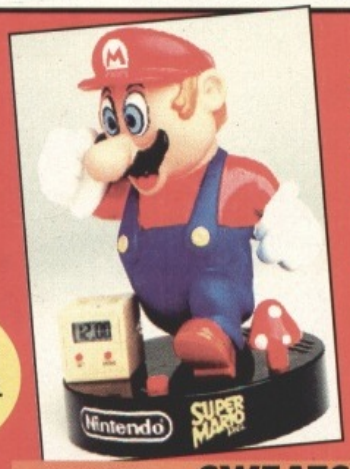
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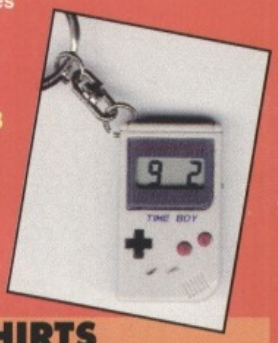


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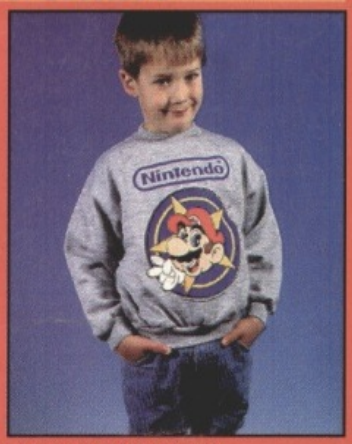
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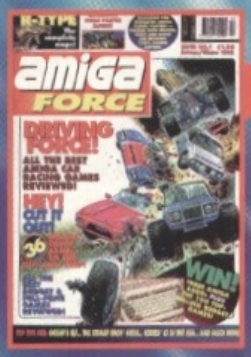
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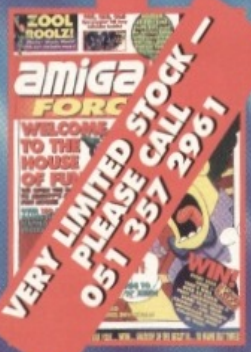

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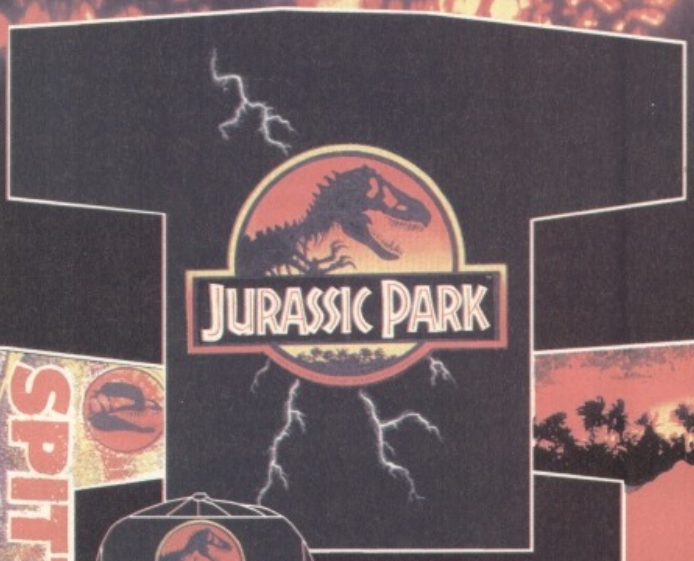

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# JACK THE

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London, 1888 — a series of grizzly murders rocked the capital. No-one knew who the perpetrator was or what his motives were, but one thing was crystal clear — until he was stopped, no one would be safe.

Mississippi, 1993 — programmer, games designer and head of Intergalactic Developments Incorporated, Ezra Sidhan, beavers away on his latest game, *Jack The Ripper*. For over four years he's pursued the cold-blooded killer, not through the grimy alleyways of Victorian London but in public libraries and document files. Over a 100 years after the murders, the killer's identity is still unknown, but now the Amiga owner can follow in the footsteps of celebrated (though unsuccessful) ripper investigator Inspector Frank Abberline, and track down the Whitechapel murderer.

### A Thorough Investigation...

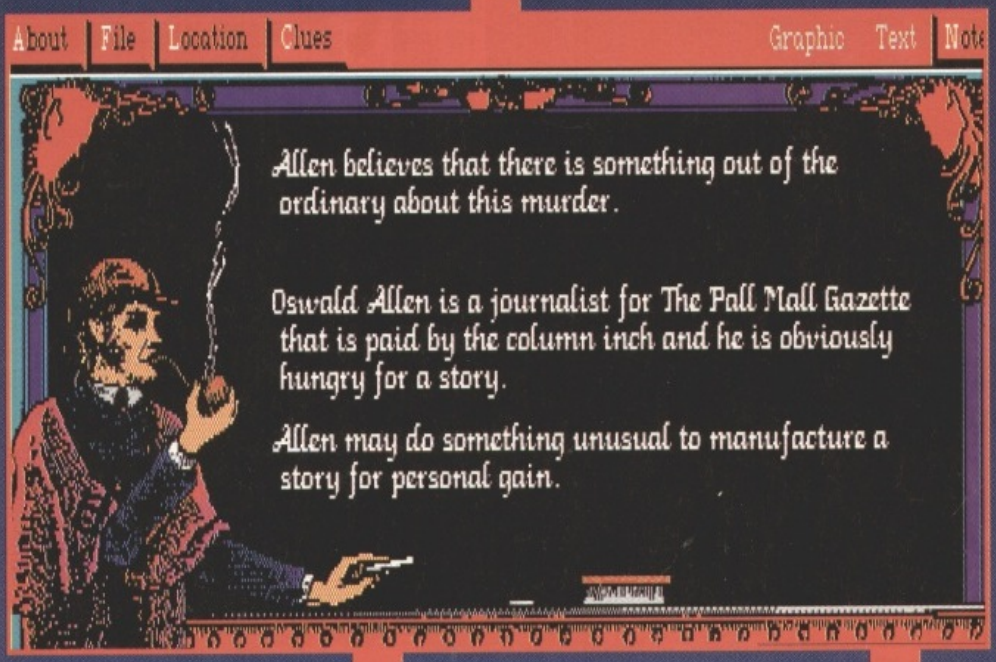
The programming team have included every relevant object, fact, person and detail uncovered in the 105 years since the murders. You get to meet Prince Albert Victor, implicated in the Ripper murders by some more fanciful commentators, including Dr. Alexander Pedachenko, the mad Russian doctor accused by some of being smuggled into Britain by the Czarist secret police to de-stabilise the capital; and chairman of the Whitechapel Vigilance Committee, George Lusk. Many 'clues' gathered during the investigations are now regarded as red herrings, but all or any of them could prove conclusive in one of the many alternative scenarios on offer. Was the owner of the 'leather apron' the killer? Did the chalked graffiti on the alley wall offer a clue? Was there ritual significance in the arrangement of the victims' intestines? Who was the man on the grassy knoll (sorry, wrong murder)? Only you can solve the crime, by examining the evidence, picking out the important facts from the plethora of information at hand and using it to arrive at a logical conclusion.

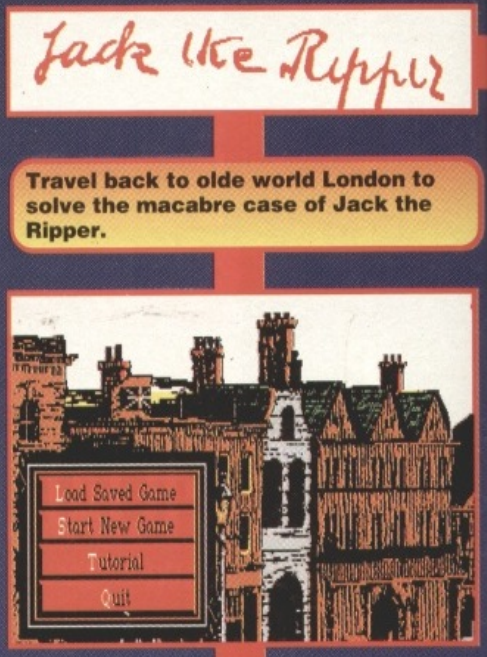
### Blood Lust

Skilled pen-and-ink artists have been commissioned to draw reconstructions of the murder sites and other important London landmarks. The citizens of Whitechapel have also been so drawn, as have the various objects found along the way. Where possible, contemporary photographs of people and places have been sourced and used as inspiration for the artwork.

The victims' corpses provided a particular problem for the graphic geezers. For example, the final murder (that of Mary Kelly) was especially horrific and difficult to depict without sanitising or glamourising it. The artists have done a superb job, though, recreating the horror of the event without risking an '18' certificate for the game.

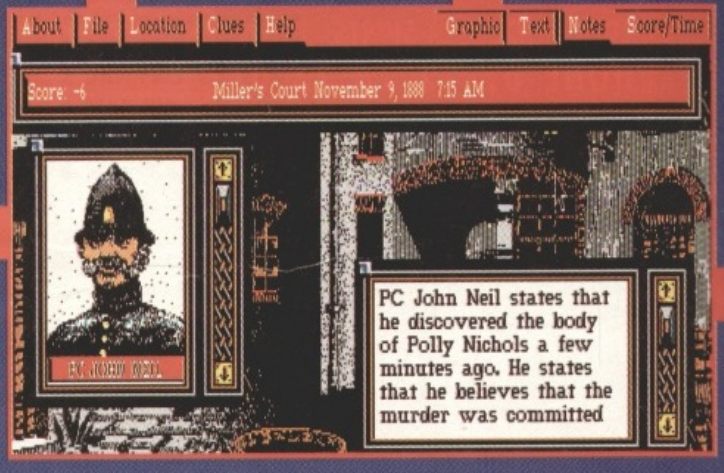
Unlike Sega's *Sherlock Holmes* effort, genuine detective work is required on the part of the player. There are many 'solutions' included in the game so it doesn't become redundant after completing it once. Obviously Intergalactic Development Incorporated aren't claiming that they know who the Ripper is (no claiming access to 'previously undisclosed documents' without revealing their source here), the storylines are well researched and entirely plausible.









# E RIPPER

## The Ripper Murders

Though some would argue otherwise, the Ripper is generally credited with five murders. His first victim was found in a crumpled heap in Bucks Row, 31 August 1888. The body, which was later identified as that of 42-year-old prostitute Mary Ann Nichols, had been ripped open from throat to stomach.

A week later the second victim, Annie Chapman, was found in a backyard in Hanbury St. Her throat had been cut so savagely that the blade reached her backbone and she had been disembowelled, her small intestine was pulled over her left shoulder. The ripper also arranged some pennies and brass rings at her feet.

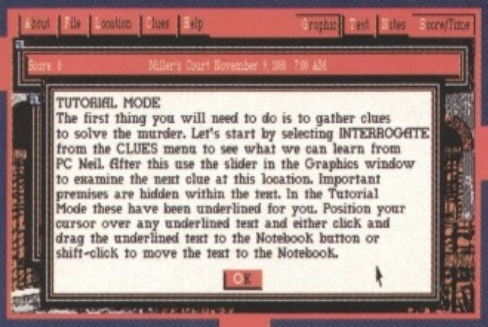
The third and fourth murders took place on the same day. First to fall was Elizabeth Stride. Although her throat was cut in the characteristic fashion, the body was in no way mutilated. The murderer was apparently prevented from carrying out his gruesome task when disturbed in the act. Unsatisfied, he sought another victim. Catherine Eddowes had been in police custody for drunkenness earlier that evening. It would've been better for her had she been kept overnight and charged — when her body was found it was stabbed ferociously, her face being cut beyond recognition. Some internal organs had been removed too. By now, the uproar from the public and police alike was audible; fear had gripped the city.

The final and most horrific murder took place five weeks later in a bedsit on George Street. Being the only murder to take place indoors the ripper didn't fear being disturbed, so he took his time inflicting the most savage mutilations imaginable. Half her face was removed and her legs were so stripped of flesh that her bones were showing. Her small intestine was hung around the walls like Christmas trimming (no doubt a rather unpleasant sight). The victim was a 24-year-old Irish prostitute, Mary Jane Kelly.

After this there were no more Ripper murders, though a few later killings have been (wrongly) accredited to the Whitechapel murderer. ■

## 1st impressions!

■ Although a little expensive (the final price is likely to be over £40), *Jack The Ripper* is certainly destined to be a quality product. Packaged in a loose-leaf binder like many PC utility packages, its black-and-white box graphics and 'serious' appearance suggest it's being aimed at the older purchaser. A phenomenal amount of research has gone into it and the programming is of a very high standard, with a great instinctive interface and presentation that's polished without being intrusive. The on-going adventure pulls you in and keeps you guessing, the hallmark of a classic adventure game. If the finished product lives up to expectations, this one could be the sleeper hit of the year. ■

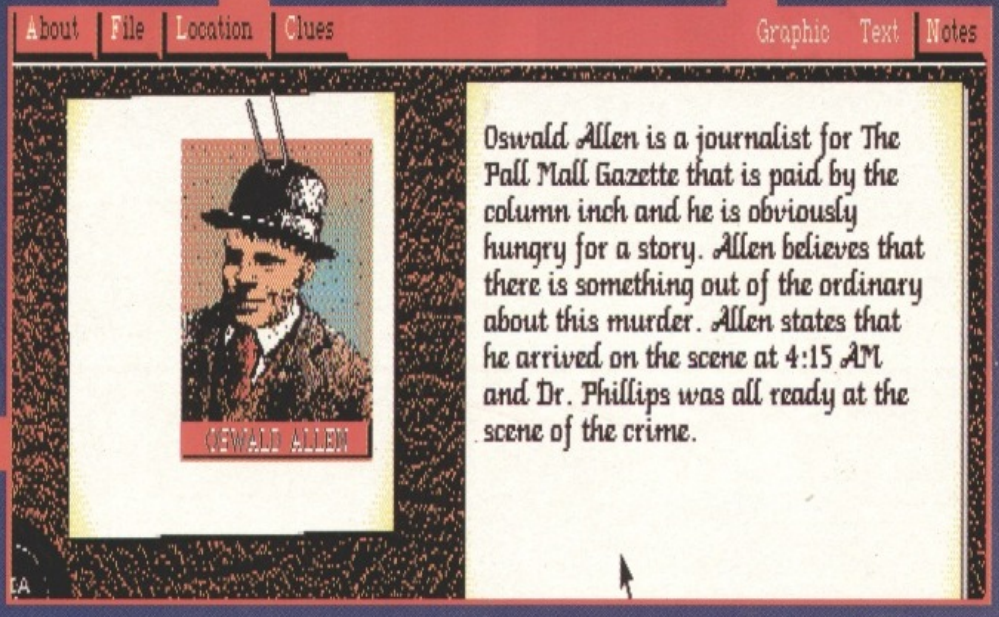








***Jack the Ripper* takes the actual facts of the murders and then incorporates them into a stunning and ultra-playable adventure. Can you succeed where Abberline failed?**




## amiga FORCE Playtest!



- DEVELOPERS: IN-HOUSE
- PLAYERS: 1
- GENRE: STRATEGY
- % COMPLETE: 80%
- RELEASE DATE: SEPT

### THE PROS

- Genuine detective work is required on the part of the player.
- Very impressive attention to detail.
- Highly skilled reconstructions of the murder sites.
- The quality and instinctive interface appears second to none.

### THE CONS

- The price seems to be very high, even for a game as well-presented and detailed as this.

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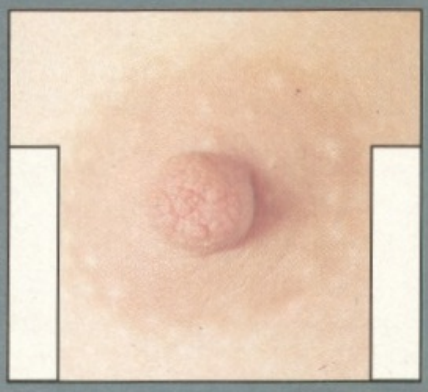


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# KING'S QUEST 6 HEIR TODAY GONE TOMORROW

Feature!



Decisions, decisions. *King's Quest 6* will regularly put your powers of skill and deduction to the test.

Converse with other characters in order to glean all-important information.



## Sierra On-Line

*King's Quest 6 — Heir Today, Gone Tomorrow* heralds Sierra's return to the Amiga scene in a big way! An all-new fantasy adventure, the concept's the brainchild of Roberta Williams, responsible for the King Quest games.

This takes you back to the land of Daventry where Sir Graham and his family still rule. In the fifth game of the series, King Graham rescues his family from the evil wizard Mardack; and his son, Alexander, falls for a fellow captive, Princess Cassima. Now she's got herself into a bit of a mess in her homeland, the Green Isles, so Alexander's come to her rescue like a good knight in shining armour in *King's Quest 6*.

## Fit for kings

As the game progresses, the story starts to unfold and your quest becomes more obvious. There's the bad guy — Alhazred — who has vowed to get Cassima's hand in marriage, yet, as with all *Quest* games, the plot goes so much deeper than just guns at dawn. The task involves searching through dozens of screens and numerous islands, puzzles must be solved, magical items discovered and other characters sought.

Sierra point to the fact that there are two ways to progress through the game, with up to 50% of the puzzles being optional, although the more that you do solve then the more likely you are to succeed and achieve a high score. This allows both novice and experienced players to take the game at their pace.

## Beyond the wild frontier...

The game has been programmed right here in the UK by Revolution Software, responsible for *Lure Of The Temptress*, among other gems. It's not a straight port over from the epic PC version, although 99% of the features have been included, with only the slightest changes made. Instead, it has been re-written specifically for the Amiga, ensuring smoother play and less problematics.

One such problem with earlier Amiga games has been ironed out. Disk swapping has been minimised by putting a whole island on one disk, while the speed of the game has also been addressed, more or less eliminating the slow-down problems that afflicted some of the *Quest* games.

Graphically, this game looks to have it all. Even with *Kings Quest 5*, Sierra were starting to experiment more with the power of the Amiga; Revolution have gone one step further, resulting in some of the most gorgeous, atmospheric graphics that we have seen in an adventure game.

There will be two versions of the game — a 32 colour version for the A500/600, available at the end of November, along with an A1200 release, planned for January 1994.









***King's Quest 6* brings the most stunning graphics to an already proven game system. The latest version promises better interaction, more scenes, greater speed and control and an adventure that will probably never be completely solved!**

Feature!

# GOING

**American software house, Sierra On-Line, have been producing interactive adventure games for many years, with mainly a cult following. It's all set to change with Kixx now offering earlier titles at affordable prices and, if you've never played one of their games before, you're in for a real treat! Mark 'Call Me Larry' Smith ventures forth into the first five re-releases...**

## THE BASIS OF SIERRA GAMES

All of Sierra's *Quest* games are set in single screen 3D environments — you can walk around almost everything on screen, interact with all characters, pick up items and so on. It's similar to the *Monkey Island* games, although these did come first!

The earlier games all loaded in each particular screen; with later games, some of these screens were held in memory.

One of the biggest downfalls is the time accessing disks — with up to five disks, there can be a lot of swapping, and, when there are many animations in the background, it can all slow down to a snail's pace. Having a hard disk is a great advantage as it will save much faffing around!

Controlling the character is much the same in all games. You directly manipulate movement through the joystick and type in commands via the keyboard. Some basic commands can be called up through function keys or by the mouse.

Being American games, there are obvious discrepancies with the English language, 'armour' becoming 'armor' for example. Shakespeare would turn in his grave! You also have to get used to the vocabulary used as well — to request information, you need to 'ask about...' otherwise you may not find what you're looking for. Turning/Pulling is another thing altogether. As with most games of this ilk, though, once you have the hang of it you won't be hindered by the problem.

## QUEST FO

This differs from other *Quest* games as, in true RPG style, you sculpture the hero. The attributes of the hero are initially your decision; from there, your actions and the events of the adventure will alter such characteristics.

*Quest For Glory* is aimed more at the beginner. You take on various tasks and quests, with more clues available to you and more obvious sub-plots. A quick visit to the Guild will reveal the six major quests to complete, while further investigations bring you to the healer who needs her lost ring back. Need some dosh? Stop by at the castle and sweep out the stables.

The speed of *Quest For Glory* has been tidied up; you can tell from the graphics and vocabulary that this is a later, and therefore more user-friendly game.

It's very much a matter of questioning the folk around the brigand-besieged town of Spielburg, a la *Ultima* — simply pick up on key words so that you can question them some more. Certain characters are more than willing to talk; others

## KING'S QUEST 1

The first in the *King's Quest* series may not feature the stunning graphics of the latest addition, yet you'll find one hell of an adventure just fighting to get out!

Cast as Sir Graham, your quest is to search the lands of Daventry for the three great treasures stolen long ago from the aged King Edward. Without these, Daventry is doomed; conversely, success will grant you the throne. Ah, the stuff of great adventures!

The beauty of most of Sierra's games is that you've literally dozens of mini-quests to solve and *King's Quest* is no exception. The search begins outside of the palace; your travels take you far and wide. Numerous characters offer advice, items, kick off sub-plots and hold important secrets; others offer you nothing but trouble and, while Sir Graham may be a worthy knight, entering into battle voluntarily is rarely the best answer to his plight.

The playing area of *King's Quest* is vast and there will be times when you'll feel lost or simply won't know where to turn next. Sometimes, it's a case of lateral thinking; occasionally, a little bit of luck results in stumbling on the solution.

*King's Quest* is a good introduction to the world of Sierra, being atmospheric, containing all of the humour associated with the titles and not terribly difficult to get into. Solving the game, with a good score at that, is another thing altogether!



amiga FORCE Rating!

**A vast adventure with more than its fair share of surprises. A snip at the price!**

81

Feature!

## R GLORY 1

require a silver coin or two to reveal all.

Strangely enough, there is also a fight sequence in this, albeit a feeble one. Little skill's involved — simply dodge and strike out whenever possible. Although the most frustrating part of the game, it doesn't ruin your enjoyment.

The village itself is rather small, although there are a few shops from which you can purchase goods; more impressive is the surrounding area with its castles, mountains, and woods. Encounters a-plenty and a few testing challenges await. Look out for the snow giant who will request barrel-loads of fruit. Bartering is your only choice; even the strongest warriors don't stand a chance against this Yeti-type monster!

Since this runs at a fair speed and as there are a number of tasks, *Quest For Glory 1* is another diverse adventure. It's a pity there's so much random disk swapping, but that's small price to pay.




**Although originally intended to introduce the novice to the delights of Sierra's games, *Quest For Glory 1* is a fine adventure in its own right. Having the ability to build your own character only adds to the long term interest — we really love it!**

amiga FORCE Rating!

■ Suitable for all adventure fans; the graphics and speed are impressive too.

83

## SPACE QUEST 1

Roger Wilco is your normal, everyday janitor, stuck in a dead-end job in outer space. However, as with all of the fine janitors of our time — Hong Kong Phooey, Derek from Coronation Street and that bloke from Grange Hill — Roger's a hero just waiting in the wings for his time to come. The opportunity arises when aliens attack Roger's Spacelab and, as he was taking a kip at the time, he's the only human left who can foil their plans. So begins the making of a reluctant hero...

As you've probably guessed, Roger isn't exactly blessed with great combat skills — instead, he has to rely on your skill and cunning to get him past the aliens and deep into the adventure. Unfortunately, his own skill and cunning are very limited so don't expect any help in return!

Full of Sierra's particular brand of humour, *Space Quest* is much like playing through an episode of Red Dwarf except that there are numerous aliens patrolling the area. It doesn't get any better for Roger — the ship decides to self-detonate, leaving him just 30 minutes to find a way out of there.

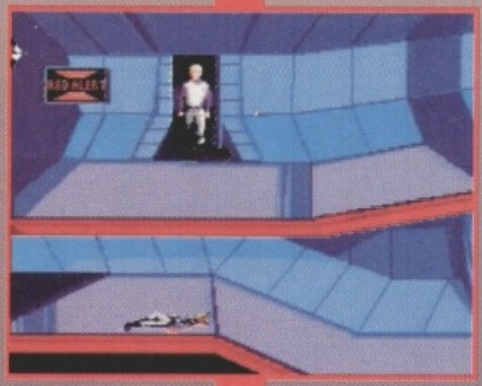
Most of this time is spent sauntering through the ship, jumping into closets to avoid the aliens. There's the odd chance to search through the remains of a deceased colleague but, as soon as Roger hears footsteps, he has to find a safe hiding place.

This game has actually been updated from its original state, with enhanced graphics and a less familiar icon-driven control system. I much prefer the other system — *Space Quest* is more clumsy to use, and it suffers terribly from slow-down the minute you try to do something. Even though I'm a big fan of such games, I found that some of the programming was unforgivable — every time a second ticks away on the 'Till Detonation' panel, Roger momentarily pauses. This makes getting into the game a right royal pain. On the other hand, using the icon system does save unnecessary key input, and therefore there's no need to get to grips with a new vocabulary.

Once you do manage to get off the ship, everything becomes much clearer.

I don't want to give too much away, though — if you can persevere with the endless swapping of disks (why do you need the startup disk just to see your inventory?) and the slow pace of the game then you will find an enthralling adventure waiting to be solved.

Unless you're a real advocate of the genre, though, it's best to start off with something slightly easier such as *Quest For Glory 1*.



**Poor old Roger — he's not exactly blessed with brains, yet he has to figure out the intricacies of the space ship!**






amiga FORCE Rating!

■ Plenty of laughs but not enough attention to detail and it's far too slow

68

Feature!








**Experience all of the wonders of Larry's personal life. Not that we though that it'd get this personal...**

# LEISURE SUIT LARRY 1

The original lounge lizard (after Ian Osborne) went down a storm with PC owners, especially this first adventure which contains 'adult' material (albeit somewhat tame) and a very different style of gameplay.

Right from the very start, this suffers from horrible Americanisms. After verifying your age, you need to answer five questions about certain American events/people. Maybe I've led a sheltered life, but I've absolutely no idea who Carrol O' Connor is or whether she portrayed a kindly doctor or lovable bigot. It took much consultation with the older people in the office and numerous bouts of trial and error before I could even start to play the game.

Despite my grievances, this obviously is for the 'older' player, not because of the content, more the nature of the game — just how many people do want to aid a frustrated lounge lizard looking for a good time? Sure, it's a matter of taste (or, in the case of this game, the lack of it), but *Leisure Suit Larry* does tend to verge on the ridiculous.

Much of your time is spent wandering around aimlessly or watching animations of Larry relieving himself and the bartender pulling up his trousers (don't ask!). The solutions to the problems in *Leisure Suit Larry* are rarely straightforward or obvious and one wrong move results in termination — don't step into the road, for example, otherwise you'll be knocked down by a bike.

Once you've hopped into the taxi, you can really start exploring the town. A casino and a wedding chapel are just two of the strange places up for a visit. Most of these places allow good interaction; you can play blackjack or slots in the casino, or shout for a beer in the bar. However, discovering just what Larry needs to do to find some companionship is another thing altogether.

As with *Space Quest*, this is icon-driven, there's no real need to type in any text. Guiding Larry through his town and from bar to bar is a more time consuming activity than we expected — the constant swapping of disks is by far the worst that we've experienced. Just moving on one screen can take three or four exchanges of the start-up and first disk. The speed doesn't suffer so much, though.

Despite the wit and wealth of silly events, *Leisure Suit Larry* just isn't my cup of tea. It's one of the better looking games and the sound isn't so bad either, but it just doesn't have the appeal of the *Quest* games.




# POLICE QUEST 1

Ah, this is more like it — the computer game version of cops 'n robbers. The idea of guiding an American cop through promotion, solving cases and dealing with the crooks is a great concept —*Police Quest* nearly carries it off, too.

Police work can be a laborious thing, and *Police Quest* reflects this as it has you searching through files, collating clues, questioning suspects and escorting felons to the local jail. Basic sequences have to be followed and procedures recognised, which can reduce this to a very frustrating farce. At one point, we were stuck at the jail, unaware there were lockers on the outside wall in which we should place the gun; every time we entered the building, the drunk who had been arrested would blow us away! The graphics don't help, as they aren't clear enough to be able to recognise such items.

It's advisable to use a joystick to control the car scenes; using a cursor arrow results in a non-stop charge up the street, being almost uncontrollable at high speeds.

This is a more disciplined adventure than the more traditional *Quest* games. Try some of the others before you move on to this.







amiga FORCE Rating!

**Well presented and put together, but it doesn't have the appeal of Sierra's other games.**

69

amiga FORCE Rating!

**Great idea but too self-limiting. If you have the patience, though, you'll definitely enjoy it.**

72

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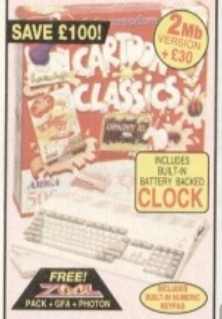
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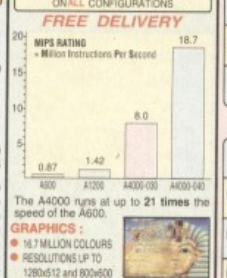
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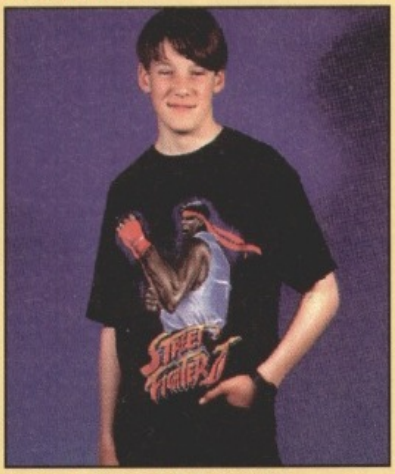
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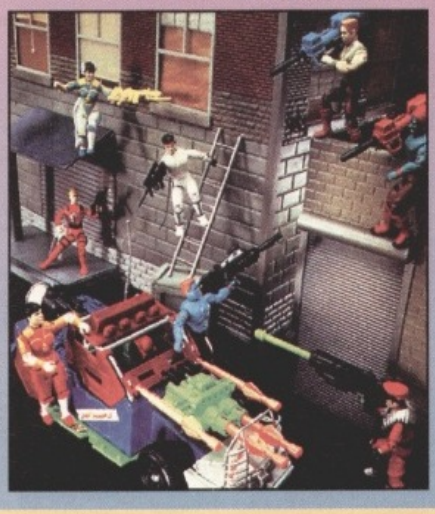
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# DREAMLANDS

Reviews!

# Rich pickings!

## ■ Silmarils
## £29.99

Dreamlands contains three games from the self-acclaimed masters of RPG and strategy. Silmarils do not make this claim lightly and the quality of these offerings, re-released in time to fill any dedicated gamer's Christmas stocking, backs them up. The three games on offer are *Storm Master*, *Ishar — Legend Of The Fortress* and *Transartica*, all of which have been reviewed in past issues of AMIGA FORCE.

### Harness the storm

Back in our June 1993 issue we described the budget release of *Storm Master* as a weird, well-designed, but ultimately unsatisfying military strategy game. It received a respectable 65%, which would seem about right now. It's not a great strategy game but is a much better bet as part of a compilation.

Briefly, the idea behind the game is to battle against a neighbouring island for supremacy. What makes the game unusual is that the battles take place from flying ships that you have to design and create in order to succeed.

All of the strategy options stem from a Council of seven advisers, whose skills you use to generate capital, personnel and materials. One of the most important is the Master Millar, who controls food production by deciding where on the island crops and cattle will be placed.

To win the game you have to design your flying ships, ensuring they will be able to take to the air for a start, and also have strong armour. You must then destroy seven enemy cities.

With smart graphics, enjoyable battle sequences and the need for a small amount of strategy skill this is a fair game, though it's not the best of the games in the collection.

### Fantasy Fun

*Ishar* is a really good RPG that boasts some excellent graphics. It got a good reception when it first burst onto our desks and it's still going strong.

The game begins by placing you in control of just one character. You have to recruit the other four members of the team as you go along. The best place to do this is down the boozer! Every town has a local tavern, where all the most skilled adventurers seem to hang out. If you decide to hire someone it has to go to a vote of the other team members before they are accepted. You can also sack anyone who isn't pulling their weight.

Everything in the game looks really good, but it does have its flaws. Travelling around can get frustrating because it's difficult to gauge where you are. The fight sequences can become boring. All you have to do is click on the fight command and watch your character stab at the enemy. Although this depends on the importance you place in arcade action in RPGs, there is no excuse for suddenly being killed by an invisible creature.

Despite these complaints this is the best of the bunch. Ishar succeeds in drawing you into its fantasy land and, most importantly, making you want to hang around for an hour or two.

> "A bargain for any RPG/ Strategy fan"

### Trainspotter's dream

*Transartica* is the final game in the pack and it's a pretty decent offering. It boasts some stunning graphics and a strong element of addictiveness.

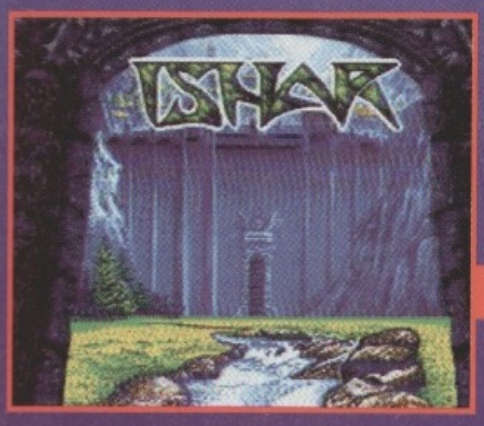
Set in a man-made ice age, the theme of the game is to discover where the scientists went wrong and return the earth to it's former glory. Out to stop you in your tracks (Great pun Ian! — Ed) are the Viking Union trains. The Union has prospered in the new world and will stop at nothing to preserve its dominance.

The aim of the game is to build up your train, ensuring that it's always well fuelled. You have a couple of men to control for filling the boiler with coal. Once you get going the idea is to travel around the frozen landscape exploring locations such as trading zones, industrial centres and markets, while avoiding the Viking Union trains. Make sure you build up your armed forces for the inevitable confrontations.

This is a bit of fun to begin with, but once you have been controlling the running of the train for a while it rapidly becomes boring. Strategy fans will find a lot here to grab their interest and this is certainly worth a look.

As a compilation this collection is a bargain for any RPG/strategy fan. Three competent games are included, while they never set the Amiga world on fire individually, Dreamlands makes good use of them. Take the plunge if you like these gamestyles.

**Ian!**













## amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE

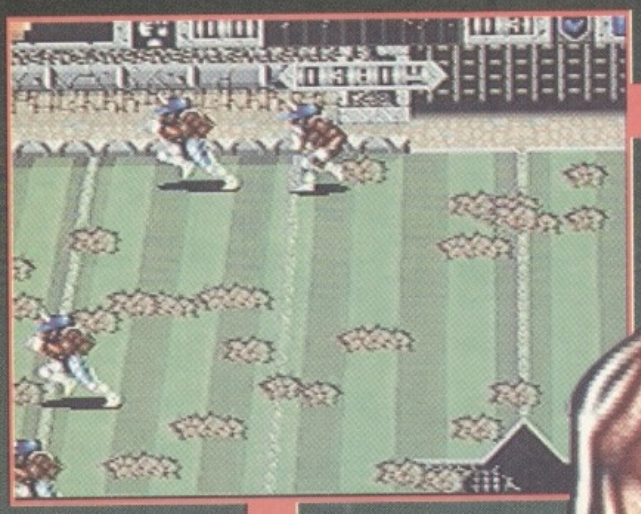


■ DISKS: VARIOUS
■ PLAYERS: 1
■ GENRE: STRATEGY
■ 1200 COMPAT: YES
■ HD INSTALL: YES

■ Acts as both a good introduction to the genre and an on-going challenge.

**81**

# Rave review!

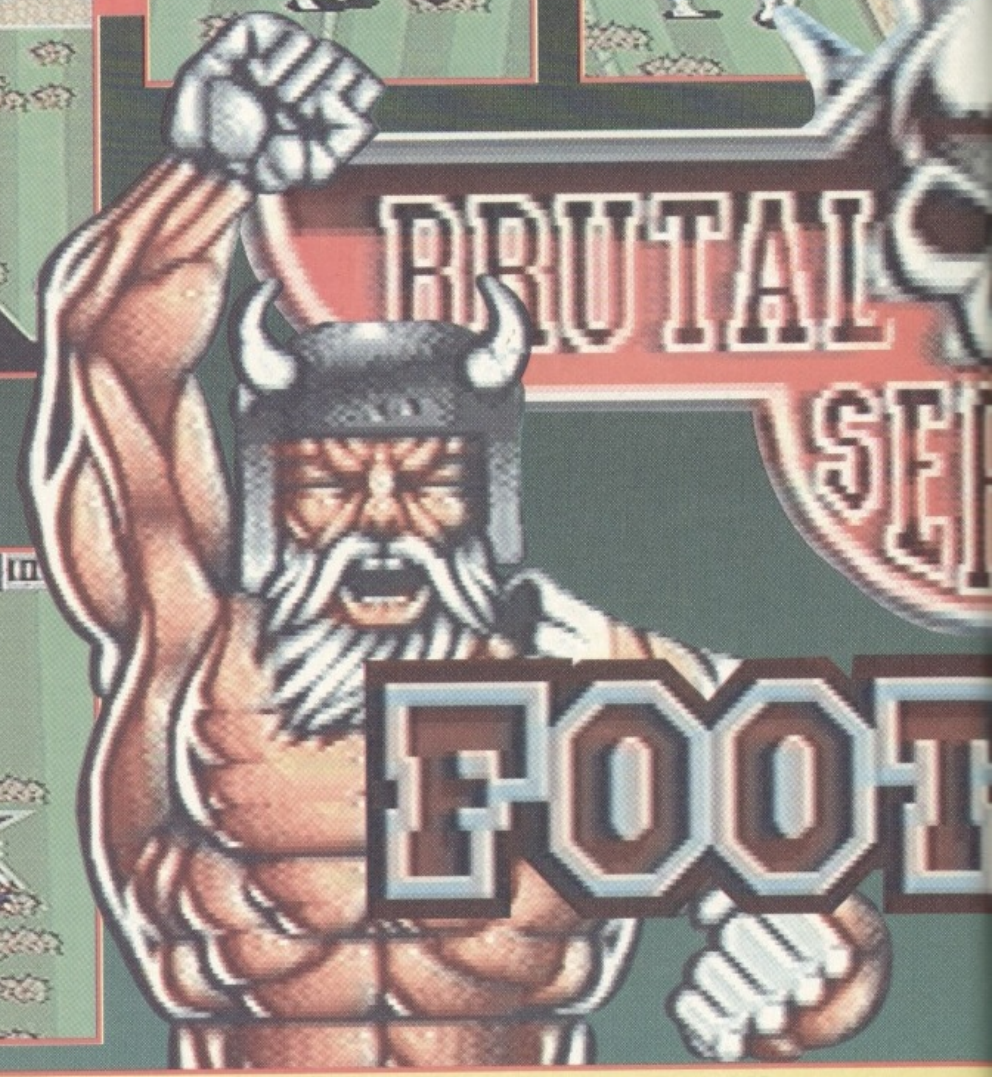






■ **Below: A head's hurled across the pitch by the force of a blow. Bit of a bum way to end a match, if you ask us...**






## ■ Millenium, £TBA

It's amazing that, considering the scope for imaginative computer-based variations on popular sports, game developers insist on churning out predictable representations. Take soccer for example — most software houses have released a football game, but few have had the imagination to try something different.

However, Millenium's *Brutal Sports Football* (formerly *Beastball*, and owing more to American Football than anything else) does take an alternative approach.

> **"Brutal Sports Football's a rough game"**

For a start, it takes the physical side of sport and magnifies it tenfold — and why not? Fusing the beat-'em-up and sports genres, *BSF* is viewed from the side; a 'crowd' view, if you like. Each match begins with the ball being thrown into the air at the centre of the pitch, and that's where the violence begins. Instead of the traditional graceful jump for the ball and evasive manoeuvres, there's the crunch of bones and sprays of blood as rival players kick and punch each other to the ground.

Once a team member's in possession of the ball, he can run, pass and kick it. The opposing team then attempt to tackle in an often brutal fashion; once caught, it's not unusual to see an individual surrounded by a few others 'putting the boot in' for good measure.

### A-head of its rivals...

As matches continue, the multidirectionally-scrolling pitch becomes more and more worn as fights go on. You don't have to attack the guy in possession of the ball either; there are no rules, no limitations on violence levels — but there's plenty of blood, believe me. Heads fly, bodies litter the ground and teams are, at the end of a match, given points for the amount of heads they've separated from then-useless bodies. If someone's punched or kicked, they bleed — and once they're down, a simple joystick movement results in effective body stomping, guaranteed to provoke the question: 'oh doctor — will I ever play the piano again?' or equivalent deathbed musing.

Goals are scored by throwing, kicking or running the ball into the opponents' goal, an area fairly large but usually well-guarded. More often than not, defensive players have a threatening pow up of some description, and it's these that spic up *Brutal Sports Football*'s already excellent playability. Bombs, swords and hares (?) are j a few of the assorted extras competing psychopaths can collect and utilise, often with devastating results. However, weapons have be dropped once the ball's collected, allowing other players to pick them up and put them to good (bad?) use...

Either a tournament (with up to eight player participating), a one-player league or the aptly named one/two-player 'unfriendly' can be played. Not surprisingly, *BSF* is at its best wh two human players compete — while the computer-controlled players are undeniably clever on later levels, I can see boredom sett in after a while.

*Brutal Sports Football*'s a rough game — th is, there's a lot of violence and blood. But hey it's only pixels after all, and fun too — it's more like a bad taste cartoon. As it stands, *BSF* is a good contender for a Game of the Year award — decapitation's never been *this* good before...

Mile



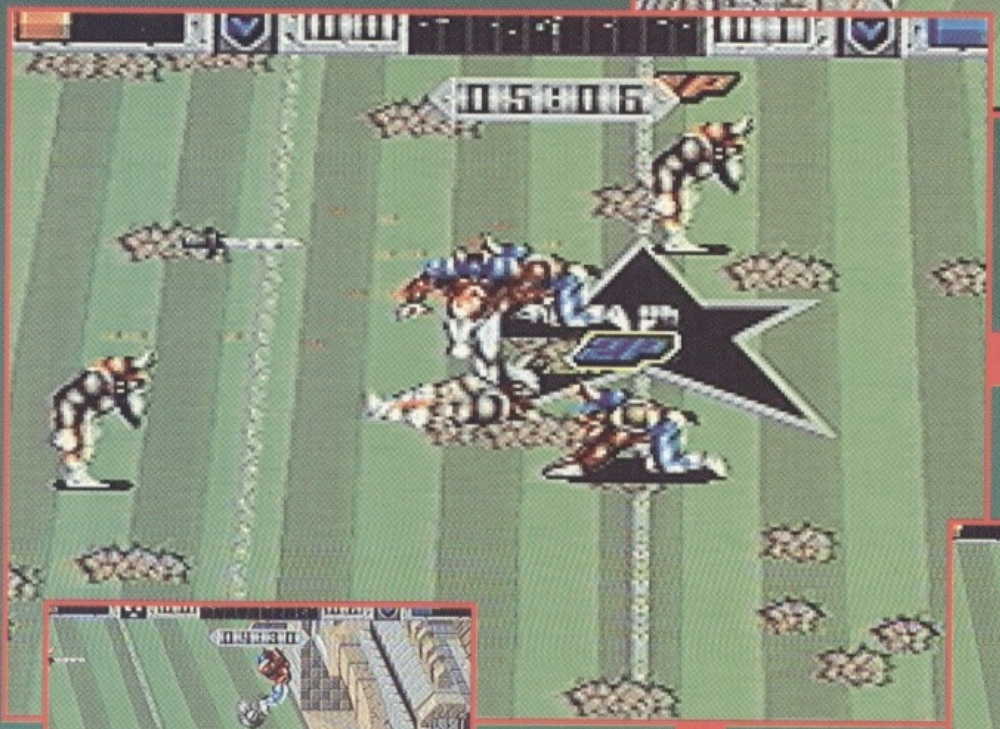




# BRUTAL SPORTS FOOTBALL



■ Scoring goals isn't as easy as you'd think — defenders usually arm themselves to the teeth with power-ups, so it's not wise to attack them head-on...



**Ian!**

■ This is a bit more like it! Forget *Speedball 2* — this is *the* game to play if you like your violence frequently, loudly and preferably red. *Brutal Sports Football* is, indeed, brutal — seeing several players kicking the living daylights out an opposing team member is something else entirely. Just how it'll go down with concerned parents I can't say, but remember kids — it's not real, they're only actors... aren't they? Well how can that be tomato sauce then...? ■





■ Above: Players look on as one misfortunate individual has his head stomped into the ground. Charming game, eh?

# Rave review!

# BRUTAL IS BEAUTIFUL?

*Brutal Sports Football* is more tongue-in-cheek that anything else, but it's been said that perhaps, just perhaps, it's a bit *too* nasty. But what do Millenium think? We asked their ever-cheerful PR guy Keith Smith, who responded 'The violence itself is so fantastical and outrageous that I defy anybody to tell me it's obscene. It's just good fun. It's the first time we've done a game of this ilk, and we really like it. We've ran it through some sample groups and they love it... no-one's said "we don't like this".

If we decide that beat-'em-ups are wrong for kids, what's left? Platform games forever?' Heaven forbid — but we'll look forward to a review copy of *James Pond 3*, all the same...



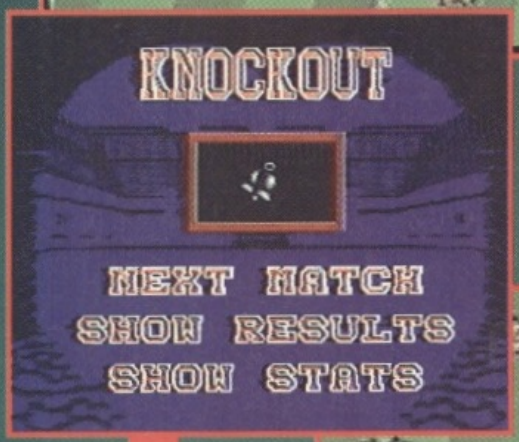


■ **Above: Explosions aplenty as one player finds the bomb power-up, while below: ugh! Who chucked that head?**



■ **Hmmm. Nice beards. Is that a sparrow I see nesting... yes, it's got to be a sparrow. Okay, it's a bad caption, but I don't know any real beard gags...**




■ **Below: Team two celebrate a huge victory, while team one burst into tears. Even the disembodied heads cry; the black humour's great. Let's hope others in the series are as good!**







## amiga FORCE Rating!



- DEVELOPERS: PROBE
- DISKS: 2
- PLAYERS: 1-8
- GENRE: SPORT
- 1200 COMPAT: YES
- HD INSTALL: NO

■ **Superb action and then some. Unmissable.**

**94**

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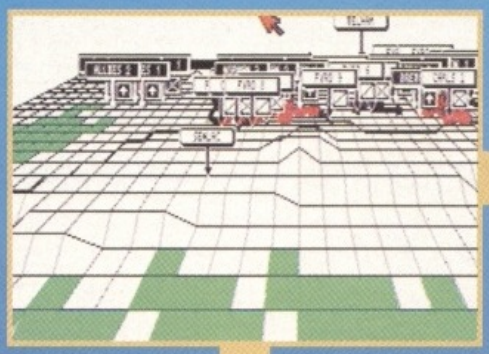
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# Reviews! Rich pickings!









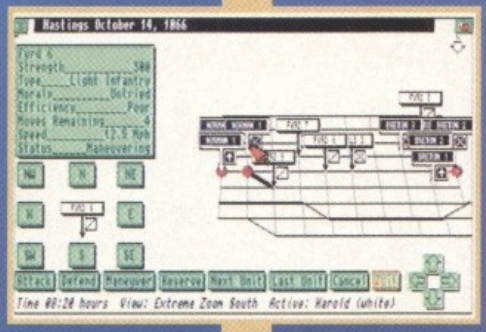
■ 19th Century shenanigans with Napoleon and friends.

■ Saving Blighty from the onslaught of Nazi Germany; the French don't help much!

■ Re-live the horrors of the Gulf in the Amiga version of the Nintendo war.

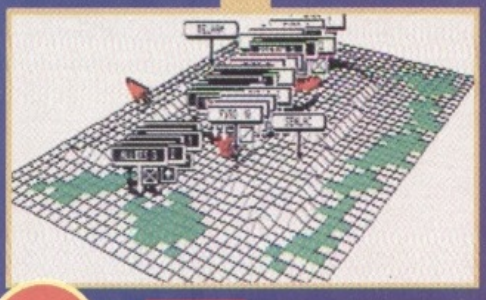
**Chris!**

■ If there is one type of game that I particularly loathe, it's clumsy, slow, laborious war games. However, *UMS* is different — okay, it's still slow and laborious, but, after a few plays, it turns out to be an ideal introduction to the genre, easing you into play with the designer element and allowing you to proceed onto greater things with its ready-made plots. *UMS II* is a different kettle of fish, proving especially tough to get into — you're literally thrown in at the deep end and the instruction manual does little to save you from complete panic and frustration! If you're looking to get into war games then you could try to look for *UMS* going cheap. War game fans will love this, though! ■






■ Viewing the map from a variety of angles allows you to see the posititions more clearly.



# UMS COM

## ■ Mirage £44.99

When the *UMS Compilation* landed in our office with a resounding thud, we all started to wonder just what lay inside the War and Peace-like novel that accompanied the many disks. I had experienced the delights of war gaming before, so, in the absence of Ian Osbourne, our resident war gaming fanatic, the onus fell onto me to stay up for the next 24 hours, re-living the greatest battles in history.

For those not familiar with the workings of *UMS*, here's a quick run-down. Basically, the concept of *Universal Military Simulator* is that of giving you the freedom to re-enact the wars and battles of history, possibly changing the course of such events (ie Hastings 1066 – you can now give the Normans a fair old smack around the chops and an arrow in the eye), while it also offers you the opportunity to create your own battles through making 3-D maps and assigning various armies.

### Decalre War

War games are a lengthy affair at the best of times and *UMS* is no exception. In full scale wars, you have to go through each and every one of your troops, giving commands on their movements and, if in range of the enemy, any attack and defence manoeuvres.

The original *UMS* offers five different scenarios for you to try your hand at. This is where the game really comes into its own as it displays the versatility which allows you to go from the Hastings battle in 1066 to the Arbela conflict back in 331 BC; onwards to Marston Moor with our fave, Oliver Cromwell, even to Gettysburg in 1863 where General Lee's Confederates await. For those looking to kick Napoleon's butt, there is also the grand battle of Waterloo.

The 3-D maps used in the scenarios are well presented, although a little cluttered when viewed full on. To appreciate positioning, you can view from eight angles (North through to South West), while, when assigning movements, you zoom close up on the action.

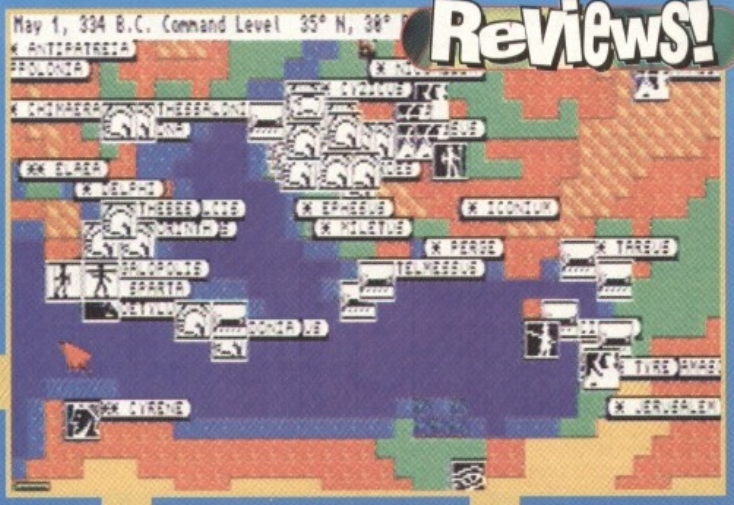
### What is it good for?

*UMS* is complex to the nth degree; like the battles that you undertake, this won't be over within five minutes. If you are looking for a quick turn-round on your battle, you enter the creation side of things in which you deem the strengths, numbers and efficiency of the troops. If you so wish, you could simply have one army to each side, although that would result in little more than a hack 'n slash tournament; those among us who are more adventurous and prefer the more strategic element of war gaming assign hundreds of troops spread far and wide across the user-generated map. This may take many pain staking hours of preparation, but the result is a veritable full-scale war.

There are a few basic elements that could have been addressed. The constant screen re-drawing

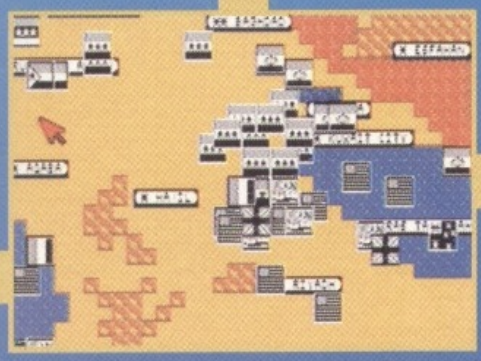


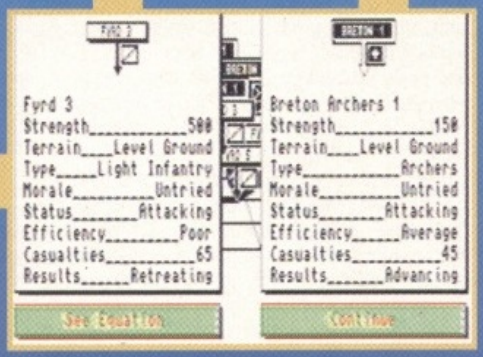
■ (Right) Return in time to Macedonia in a battle of wits, power and chariots. Victory is yours for the taking!




■ The results of the battles and things aren't looking too good fof Harold. It'll be an arrow in the eye for him if he's not careful!

■ Battling through the American Civil war with *UMS II*. This isn't as accessible as *UMS*, but it's far more intricate.






■ When you prepare to lock horns with the greatest armies in history, you should always consider tactics before sending your troops out like lambs to a slaughter. One rather effective ploy is to use your quickest troops to flank the enemy while your slower men should hold their ground. Archers should always be protected so that they can fire as many shots as possible before being swamped by the advancing enemy. Of course, if you're clever enough, there won't be much of an enemy at all.■

Tip time!

# PILATION

is a pain on the eyes and some tasks seem more laborious than they should have been, but what you end up with is one of the finest war game sims/construction kits that you could wish for. Sure, it's getting on a bit now, but there's little out there that beats *UMS* in terms of depth and flexibility. It may not be much to look at, but if you're serious about your war games then you can seriously get into this.

## Two Tribes

*Universal Military Simulator II* takes the whole process one step further, giving you far more control over the map-making process and introducing more contemporary positions, landmarks and gameplay.

As a war game, it is played in a similar fashion to the original, only this has more attributes to consider such as moral, experience and weather when manoeuvrering. This time, you cover the whole globe in your conquests — it brings the navy into play as well as missiles, depots and the like.

There are a wealth of scenarios that come with *UMS II*. There's the Assault on Europe in which you have to protect the shorelines of Britain from the impeding attack of the Nazi-lead Germans from France; a Civil War scenario disk in which you can begin your scenario at various dates; a return for Napoleon; as well as a good old skirmish in Ancient Greece. There are many other scenarios to take part in too, although I did feel that the contemporary battles worked far better than the ancient ones.

> "This is an ideal compilation"

Everything is far more complex than before — just moving the troops can be a bit of a chore. Compared to the original, *UMS II* is very much for experts only. If you are new to the genre then you will find yourself sticking with the original *UMS* for some time as the maps are smaller and the control and commands far more straightforward.

Finally, the pack also includes the *Planet Editor*, a nifty piece of kit which is a very powerful way of designing settings and scenarios. The original *UMS* was all well and good when it came to designing smaller areas, but this gives you real control over the environment, even roads, rivers and climate. Creating an entire planet isn't out of the question, although, as with all such things, it's a lengthy procedure.

Summing up, if you are looking to get started in war games then this is an ideal compilation, if only for the fact that once you are proficient with *UMS* you can immediately move on to *UMS II*. Expect many hours of toil, though — it's not exactly something that you can immediately pick up and play. Yet, Rome wasn't built in a day... ■

Ian!




## amiga FORCE Rating!

■ DEVELOPERS: IDI



■ DISKS: 12
■ PLAYERS: 1
■ GENRE: STRATEGY
■ 1200 COMPAT: YES
■ HD INSTALL: YES

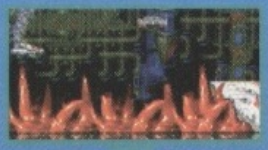
**Great value for wargamers, although novice players may feel a little bewildered.**

88

Reviews!

Rich pickings!

# DISPOSABLE HEROES



**Gremlin**

**£24.99**

The year: 2879. The Free World Council's HQ is under attack; as leader of Taskforce DHero, you put into action operation OVERTAKE and aim to chase those aliens right out of there! It's the usual scenario for a conventional shoot-'em-up. *Disposable Heroes* is the latest in a long line of side-scrolling shooters.

Following the pattern laid down by games such as *Nemesis*, the basic idea is to blast your way through the many levels of aliens to complete the game and thus save the world. Like I said, nothing new there.

To begin with your ship has a laser cannon for defence, or attack if you're a tad more aggressive-minded! As the game progresses you notice small capsules randomly dotted around the terrain. Collect these to get hold of the alien weapon blueprints they contain. Once you have them it's possible to dock your ship in the ship pods and re-design the spaceship according to the alien specifications.

It takes time for your scientific bods to decipher the strange alien instructions, so don't expect to use the weapon immediately. The weapons include a no-nonsense grenade-launcher that bolts onto the top of the ship; a bi-directional laser gun, which destroys aliens below your ship as well as directly ahead, and three-way multi-shots. If you've the energy for this then you'll be taking no prisoners, believe me!

A word of warning, though. To use these martian weapons your ship must have enough energy to withstand the power drain caused by the new equipment. If there isn't enough gas in the tank your shiny new gear cannot function — a major irritation if you're about to face a particularly aggressive alien, although it adds considerably to the game's difficulty level.

## Big, bad blaster

So we've established that it follows a tried, tested and, most importantly, successful formula, but is it a good game? Happily the answer is yes. In the saturated shoot-'em-up market *Disposable Heroes* comes up a winner. It's one mean mother that gives no respite from the endless waves of ingenious alien machines. At every stage there's a surprise in store for the over confident shooter. This means that, while the 'game over' display may appear with annoying frequency in your first few games, it's increasingly addictive the further you get into the level.

There's no doubt that this is a playable game, but it also has the added bonus of great graphics. They're never going to make you rush out into the street screaming that the Messiah has been reborn, but not many games have graphics this good! They complement the gameplay, are colourful, concise and don't waste time on unnecessary cosmetics,— mainly because *Disposable Heroes* has nothing to hide!

> "One mean mother that gives no respite."

The alien ships are well designed, especially the large robots appearing at specific continue points on each level. These guys all seem to be easy to kill at first, until a laser shot or bomb suddenly blasts across the screen, released from a previously hidden gun, leaving you cursing your arrogance.

In the world of shoot-'em-ups, *Disposable Heroes* may not reign supreme, but they don't come much better. A worthy addition to any shoot-'em-up fan's collection.

Chris!









Ian!

My expectations were low entering this game. I'm not a great fan of shoot-'em-ups and I expected this to be more of the same turgid repetition. Hence my pleasure at being able to say that this is actually a great game. Although I found some levels, notably stage two, reminiscent of early classics such as *Salamander*, this doesn't detract from the addictive gameplay.

The graphics are stylish, I was unaccountably smitten with the way my craft cast a shadow across the water! This is a real challenge. New, all-action shoot-'em-ups of this calibre are rare indeed; even if you're only remotely interested in the genre you won't go far wrong.

amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 1
- GENRE: SHOOT-'EM-UP
- 1200 COMPAT: NO
- HD INSTALL: NO



One of the best shoot-'em-ups that we've seen for ages. Well worth your dosh!

83

Tip time!

When battling the huge walker droids, position your craft just above its line of fire when it's standing; you score direct hits constantly!





Some of the features in *Disposable Heroes* owe much to other games, such as these horns, yet it's still highly playable and bleeding difficult!

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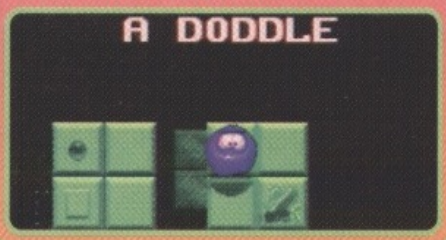
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# PIRACY IS THEFT

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**Level One**

**A simple affair in which you need only to collect the various items to clear the level. Head for the blocks above to find the necessary items.**




**Level Two**

**In this, you have to switch on the exit and rescue two of the Blobletts held up on high. It's then back down to the exit to reach level three.**




# BLOB

## Core Design
## £24.99

Our mate Blob's from another universe, another dimension far, far away. Unfortunately, this ball-like alien has crashed his spaceship and all of the baby blobs in it have been scattered far and wide; so now he has to traverse 50 tough and testing levels in search of the Blobletts as well as all the fuel he can find so he can blast off into space again, fleeing from this puzzle-esque world.

*Blob* is more than your run-of-the-mill 3-D puzzle game. In many respects, it reminds me of the old Ocean game *Wizball,* if only because of the cool graphics and manic sounds. The idea is to control Blob as he bounces along in deepest space, guiding him from platform to platform, completing each task and ensuring that he doesn't fall past all of the tiles to the infinite depths of the universe.

It's not just a matter of collecting the necessary items found in each level. You find yourself altering all the colours of the tiles in one particular stage, while, in another, you need to hit the relevant switch to reveal the exit. These tiles vary in sort — there are damaged tiles that just may collapse, sloped tiles which send the bouncing alien off at an angle, teleportation tiles and more.

> "A refreshing arcade puzzle"

The switches play rather an important part in the game, as not only do they reveal the exits but also other hidden items. More often than not this involves extra blocks and platforms which are essential if you are to climb upwards towards the exit or Blobletts.

Scattered around each level are various artifacts. Some need to be collected to finish the level while there are also hint and password scrolls which you can use if you are a little unsure of your next step. Suffice to say that these become less common the further you delve into the game!

### Practice makes perfect

Initially, controlling Blob is a little on the tricky side as he (well, we take it to be male) has a tendency to bounce slightly too high and hang around in the air more than you would possibly like. However, as with most games of this type, practice and perseverance have their rewards.

The overhead perspective works very well. The tiles above you are initially shaded out until you bound high enough to be able to reach them when they are displayed in full. Being able to see these blocks is essential — should you hit them from below then you'll smash your head and fall back down, possibly plummeting all the way past every tile, resulting in the loss of one of your lives.

Manoeuvrering Blob isn't your only concern. There are also other aliens, including Spewers which either damage or slow you down as well as Blob's alter-ego who will chase you around the screen should you run out of time.

There are a number of original touches to *Blob*, not only in theme, but also in more subtle ways. It is also a refreshing arcade puzzle game, possibly not everyone's cup of tea but good for a break from the normal, mindless shoot-'em-ups that we normally assign to these aliens. Expect much joystick-strangling frustration though — this is definitely one of those games that will cause major headaches!

Chris!







## Level Three

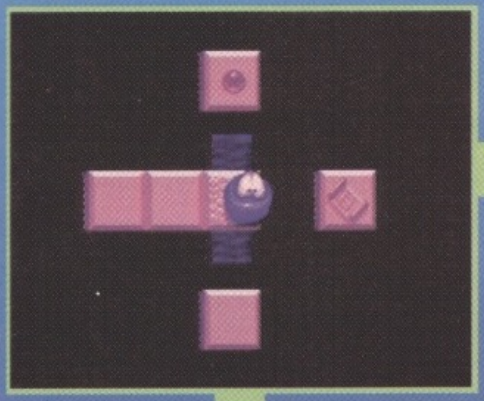
**A well disguised idea (sort of!) in which you find yourself plummeting the depths of space to find the Blobletts and the blue exit.**




## Level Four

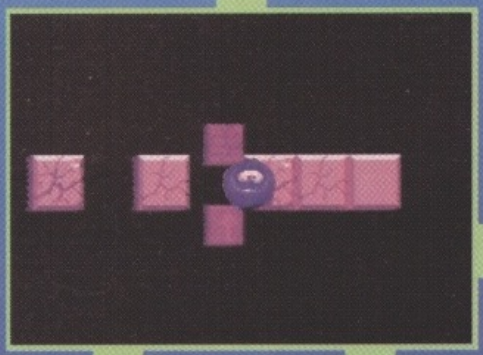
**Once the four crosses are collected, you travel through the level, bouncing on all non-purple tiles to paint them in the garish colour.**



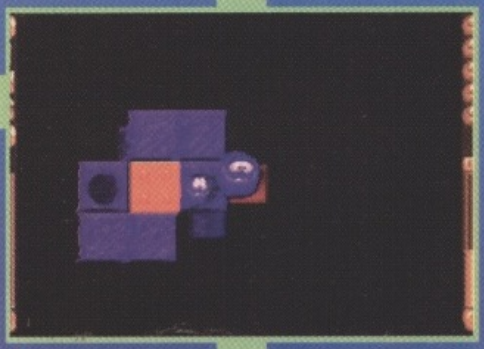
■ **Collect all the items that you can to score points and clear levels. Most notable are the scrolls which offer you help and advice, particularly if you're heading in the wrong direction. It's also a very good idea to keep an eye out for the all-important passwords.**

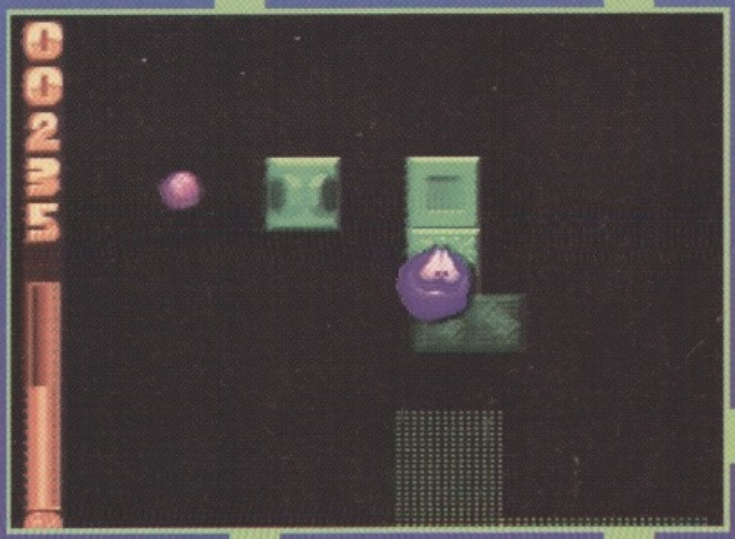




**Tip time!**

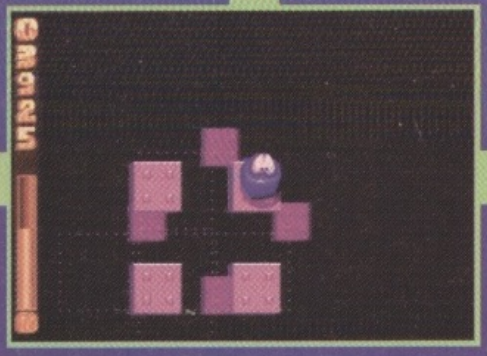
■ **When you are proficient at controlling Blob, you should be able to hop from tile to tile by pushing in the desired direction and pressing fire simultaneously.**

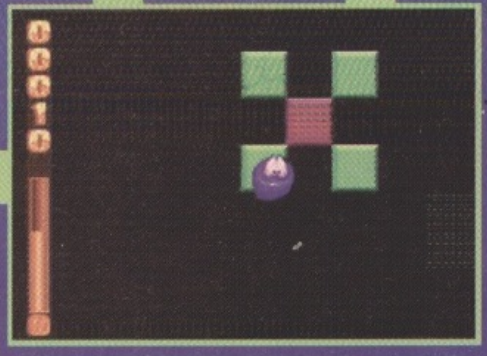




■ **Should Blob jump on certain tiles too much, they will disintegrate, and the rotund one will fall to his death!**

■ **Watch out for the gun emplacements and the bullets that spurt out.**





## Ian! Reviews!

■ Every once in a while, along comes a game over which the office noise starts off low but soon builds to a crescendo. *Blob* received little interest at first, but, after a few plays, we were all hooked! It definitely has that 'one-more-go' appeal with it's cute yet heroic alien and brain-taxing, not to mention reflex-testing, levels. It looks very much like a console game with it's overhead 3-Dimensional view, yet it's more than suited to the Amiga. It's different, damn difficult at times and, above all, it will lose you a few hours at a time once you're totally engrossed. Well worth the pennies! ■

## amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISKS: 1
- PLAYERS: 1
- GENRE: PUZZLE
- 1200 COMPAT: YES
- HD INSTALL: YES

■ **A very playable and most enjoyable departure from the norm.**

**82**

# Reviews! Rich pickings!

# PREMIER

## Gremlin, £24.99

Footy management-sims have a lot to answer for. Broken marriages... insular nights in... missed deadlines... we've experienced all that and more! There's something about such simulations that's very compelling. Being able to select a team, buy and sell players, enter cup competitions and watch your team's performance from the sidelines is all very well. A footy-sim has to deliver much more to keep you glued to your screen, studying lists of player transfers and league tables.

> **The management sim to own**

Gremlin have re-worked and updated *Premier Manager* making it even more enthralling in their quest to perfect the genre. A number of new features are included in *PM II* while the game retains the same straightforward icon-driven controls making the first version a joy to play.

As with any self-respecting sim, the aim in *Premier Manager II* is to lead your team of no-hopers to league glory. You can also apply for other vacant

### Chris!

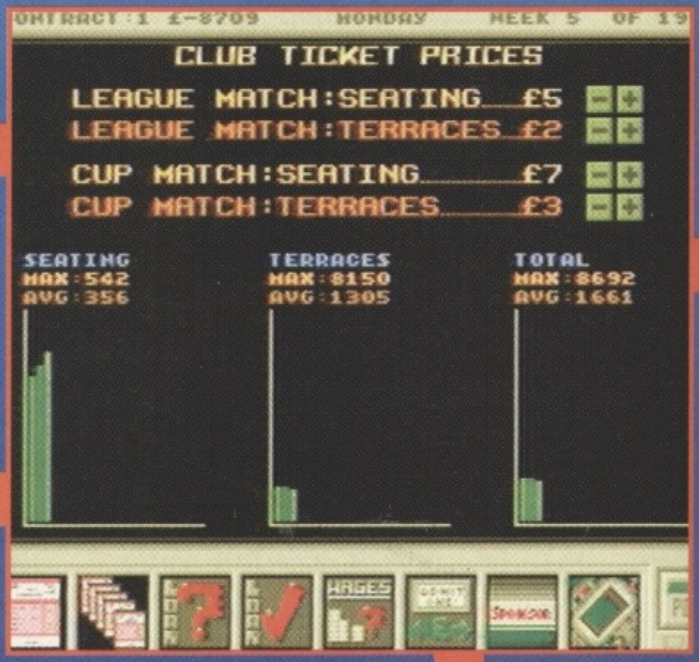
One of my fave all-time games is *Premier Manager*, many late nights have been spent struggling in the lower divisions! *Premier Manager II* is a more rounded game, with better presentation, continuity and 'history' details (such as past winners of the leagues and cups).

As before, playing in two player mode isn't too time consuming, with the game flicking from manager to manager quickly.

The sound is worthy of note, if only because of the samples used at the start, yet I did find the animations annoying — being able to switch them off and play at ultra speed is a godsend!

Even if you have *PM*, you should seriously consider moving on to *PMII*. The Gremlin boys done well!

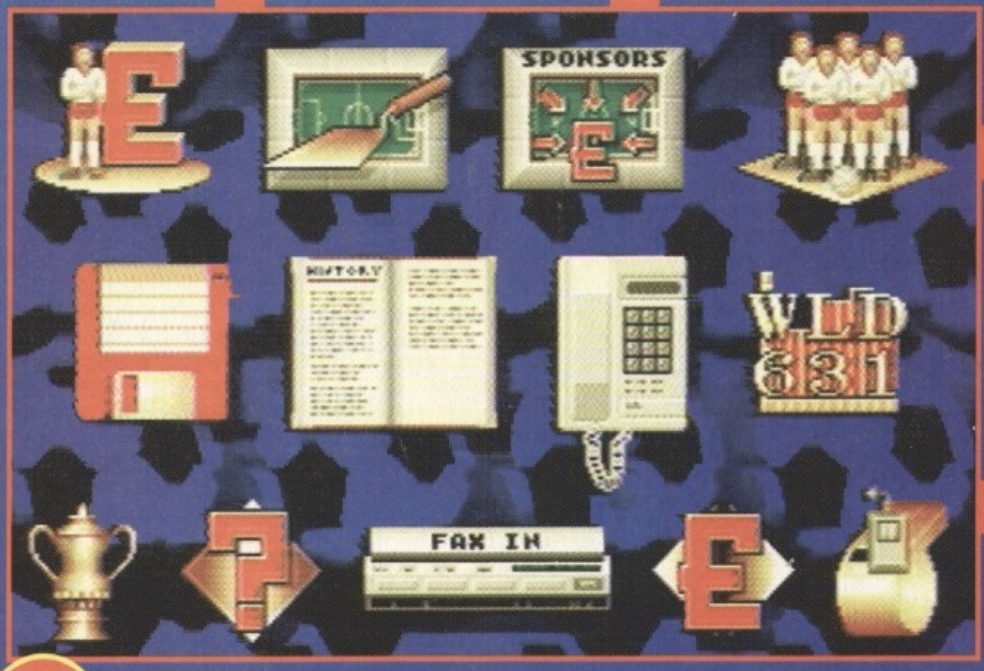








**Some people shouldn't be allowed near football clubs — poor old Runcorn have been put in a real mess! Where's Jack Walker and Kenny Dalgleish when you need really them?**









# MANAGER II

posts in other clubs to speed up your rise to the Premier League (even into Europe), conversely you may be forced out should your performance not be up to scratch.

## Backhanders banned?

Even after playing a few seasons, it's evident that *PM II* is far more difficult than its predecessor. Leaving the aspirations of Yeovil Town and Bath City in tatters, I moved to Scunthorpe United where things seemed to click and promotion was forthcoming. Only after splashing out on over-priced players in the transfer market, though — it's a volatile world this and no-one's keen on accepting bags of money in service stations no matter how hard you try!

*Premier Manager II* is one of the fastest sims we've played, especially on the A1200. There's no waiting around for the sponsorship screens to load — a small but frustrating point of the last game — and you can also turn off the match reports and results monitor.

## Gissa job!

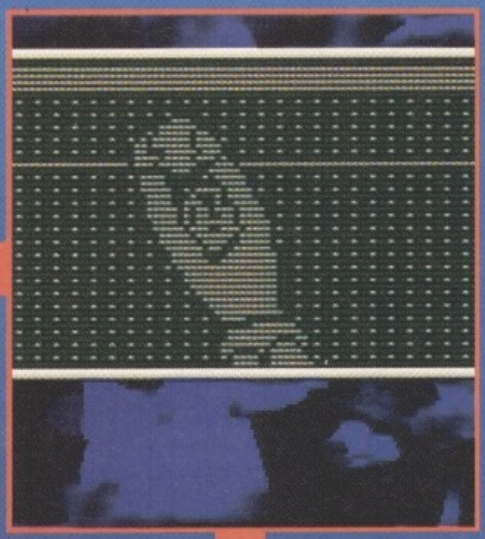
*PM II* probably sounds very similar to the forerunner — it is. However, there are new features — more playing formations, special tactics, weather conditions, the latest FIFA rules when playing in Europe, more ground improvement options and the chance to apply for other jobs mid-season. The fax machine is put to better use too, with players contacting you from time to time to ask for a job (cheeky beggars)! There are numerous cup competitions to enter, some through qualification only, as well as a detailed history on the past winners which is a good touch.

One of the stranger points is that this is now only a two-player game, as opposed to four in the original. Let's face it, though, just how many people did have four players competing at any one time?

*Premier Manager II* is now the soccer management-sim to own. Despite being similar to the original, it's a better, more polished game with enough to keep you interested for many months to come. ■

Chris!



**Tip time!**

**Scour the transfer market for players out of contract — even when in higher divisions, these players are a snip at the price.**




**Although consisting of lots of text (as if you couldn't see that!) and very little in the way of state-of-the-art graphics, *Premier Manager II* is still a well presented game and one that is clear, concise and pretty darn fast. You even get to use the phone without respite from the person who pays the bill!**










## amiga FORCE Rating!

- DEVELOPERS: FOF
- DISKS: 3
- PLAYERS: 2
- GENRE: STRATEGY
- 1200 COMPAT: YES
- HD INSTALL: YES

**A superb football management sim that will have the fans singing in the terraces.**

**89**

Reviews!

Rich pickings!

# HUMAN
# THE JURASSIC

## Human Skills and Weapons

**Tower Blocks**
**In order to scale new heights, the humans clamber up on top of each other. You have to figure out how to get the others up as well!**



**Rope**
**One human can drop a rope, enabling the others to climb up to meet him. You need to search very carefully to find it, though.**



**Spear**
**Throw it, vault with it or spear a nasty Neanderthal with it! Note that it's not always best to throw at full power...**



**Wheel**
**Just invented in time for the game. This can be used to rush along at silly speeds, but you need to be very careful!**



**Torch**
**Ignite bushes or burn any nasty enemies wandering around, but don't play around with fire too much!**



## Gametek
## £29.99

Humans — don't you just love them? The original *Humans* was very much a *Lemmings* variant. Now it's back, with more levels, more tricks and traps and a whole lot of brain-twisting action!

After waiting an age and a half for the damn thing to load, I was confronted, not with one of those user-friendly first levels that ease you into the game at a steady pace but a complex one, with intricate moves and unforgiving sequences. Find the rope, manoeuvre your little humans into position, grab a spear, duff in the wally walking around above you, work your way to the top of the screen, grab the flame, combine use of the rope and towers of men to get back to the top right and then burn a bush to get to the exit. A very time consuming process, believe you me — and, for all of those cynics out there who think that we don't actually play the games for any great deal of time, well, I struggled with the first half dozen or so stages over a very long evening. Just that first level took up a good fourty five minutes!

> **"A well presented and fun game"**

The humans, for their sins, are simple creatures, yet able to put their limited skills to good use. At any stage, they can stand on top of each other, somewhat precariously at times, to form towers which the final human can climb in order to reach a platform. They can also pick up spears which they can throw or use to pole-vault; ropes, which they can drop down for the other humans to climb; and torches, for igniting bushes or brandishing at oncoming enemies.

Each level requires you to solve problems and get a certain number of humans back to the warmth and comfort of their caves. Along the way, you will confront other neanderthals, a plethora of traps, captured human held between spikes and other primitive, yet effective pitfalls.

Completing a level is easier said than done! There are a certain number in your tribe and, whilst some are expendable, you have to be careful not to let too many lose their lives otherwise you won't have enough humans to be able to build human towers high enough to allow you to get off that level. You only ever have five humans on screen; the remainder are little more than a figure in the bottom right corner, only coming into play to replace any that have perished.

Also, Humans can't fall too far otherwise they end life as an ugly splat on the ground. They're able to throw the different items to each other but their strength and power is limited. They're very much like Lemmings, only these guys don't walk around mindlessly — movement is through joystick/keyboard manipulation only.

One of the problems with games of this genre — *Lemmings* aside — is that the levels tend to become rather repetitive (*Krusty's Super Funhouse* springs to mind). However, the variety of items and the skills which the humans employ when in possession of them allow the levels to remain fresh and interesting for a while at least. Best of all is the Witch Doctor, who provides wheels, fire, spears and ropes in return for the sacrificial slaughter of a nearby human. It's worth getting him to cast his magic just for the effect!

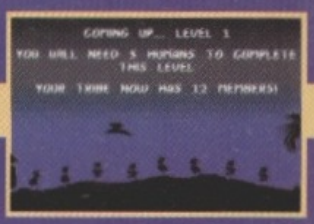
A few complaints, though. It's far too difficult to get started — fair enough, value for money is assured, yet I do think the difficulty level is set far too high. A challenge is all well and good, but if you're of the impatient type you'll probably end up flinging this around the room as *Humans 2* is guaranteed to take you to the end of your tether! It happened to me and it wasn't a pretty sight!

Graphics in *Humans 2* are pretty good, while there are plenty of varied sound effects. With the gameplay, *Humans 2* is a well presented and, ultimately, fun game, but does tend to be on the time consuming side. As such, it will appeal most to puzzle fans.

**Chris!**







# S 2 LEVELS





*Humans 2* is truly jurassic — you will have to spear dinosaurs or fight them back with fire or you'll be eaten!



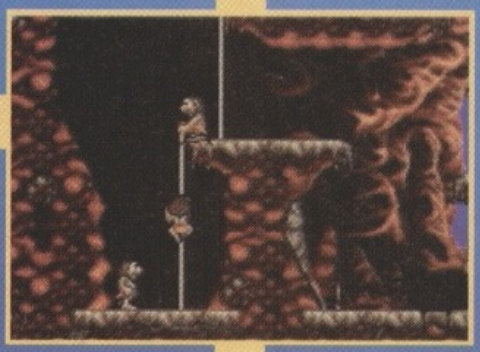
You'll also have to rescue fellow humans. They'll then join your tribe and help you complete the level.

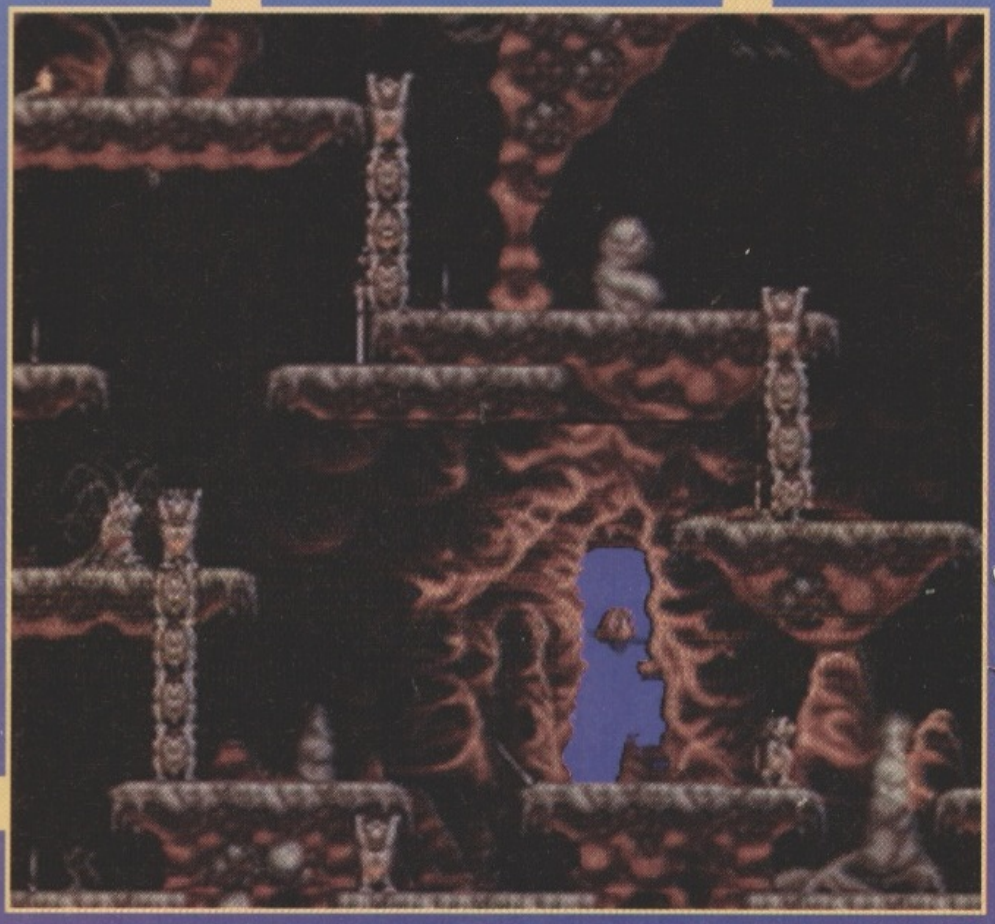




**Tip time!**

■ On the first level, you need to get the rope from the top of the screen before getting the flame on the top left. Only then can you burn the bush blocking the exit on the top right section.





## amiga FORCE Rating!

■ DEVELOPERS: IMAGITEC



■ DISKS: 3
■ PLAYERS: 1
■ GENRE: STRATEGY
■ 1200 COMPAT: NO
■ HD INSTALL: YES

■ Because of the difficulty level, it's really one for the die-hard fanatics only.

**75**

Reviews!

Rich pickings!

# EUROPEAN CHAMPIONS

## Ocean Software
## £25.99

Originally planned as *Premier League Soccer*, Ocean found themselves priced out of the market by those fan-loving bods at the FA; now we have *European Champions* instead. Can't complain too much, though — at least this allows you to choose teams from five countries, and, anyway, the FA would probably have restricted the game to SKY subscribers only if they had granted the licence.

*European Champions* is essentially similar to the *Sensible Soccers* and *Goals* of this world, only with a more 'arcadey' and, well, Ocean feel to the whole thing. It also bears more than a passing semblance to *Emlyn Hughes International Soccer*.

> "A competent soccer game"

### Ping Ping!

During play, you opt for a overhead view or side-on perspective. Our preference is the side-on perspective; not only does it look better, but it allows more flowing football (something which us Arsenal fans cherish). Control is unorthodox but, ultimately, quite effective. There are two ways to pass the ball — you can hold the fire button and guide the on-screen cursor, or, alternatively, you play a 'ping' pass. This allows you to play effective one-touch football, guiding the pass towards the player with the halo atop his head. Shooting's simply a matter of holding the fire button, determining the direction of the shot and letting fly!

One-touch-football is also possible; pressing the button while the ball is in flight will cause the player who receives the ball to either knock it on or head it goalwards. When a player is running, you can't just turn on a dime; instead, he must slow down and turn through 180 degrees. Fortunately, this doesn't slow things down too much.

### Options galore!

A wealth of options adorn *European Champions*, with friendlies, cups, six different leagues (Premier, Italian, Spanish, German, French and a mixed Ocean league) plus replays, a tactics editor and even definable referees (from lenient to strict). Matches can be played against the computer or another player; alternatively, team up and take on the game's very best in Lazio or Barcelona.

*European Champions* ain't no *Goal*, but it's still a competent soccer game. Yes, the overhead perspective is dire, but the side-on angle makes up for this. Despite it's aspirations to add realism, *European Champions* has more of an arcade flavour, which extends its appeal beyond that of hard-core soccer fanatics.

Chris!



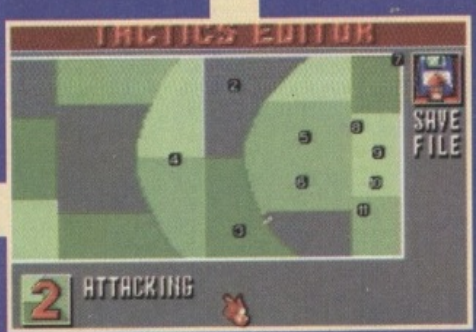
**Ht was a blatent foul! Penalties are the worst aspect of EC — we've yet to see one even go in!**












**Tip time!**

**One-touch football is very effective — try passing to feet so that you can kick the ball towards goal.**

## amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 1
- FOOTY SIM
- 1200 COMPAT: YES
- HD INSTALL: NO

**Not the best soccer game ever produced but still worth a look if you're in to such sims.**

73

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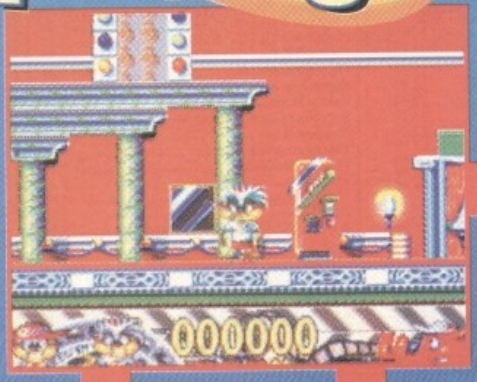
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# OSC












**Oscar has one mean wardrobe — from cowboys to soldiers, he's the ninety's version of Mr. Benn. The animation's better too!**




## Flair Software £25.99

It's claimed that Oscar will be to the Amiga what Sonic is to Sega — a brave statement indeed! Oscar is from the Trolls; now he's in the limelight of his own game, set to be packaged with the CD32 and A1200 no less. Oscar is an agile little chap, full of bounce and attitude. His task is to search through the seven magical film worlds, accessed through an enormous multi-screen cinema complex, finding the required statues of himself before grabbing the clapperboard to end the level.

The first 'world', Sci Fi Encounters, has Oscar leaping past space ships as he searches for those little Oscars. He needs to use a variety of platforms, springs and lifts to reach the elusive statues and, in true Sonic/Mario style, his best form of attack is to jump on the heads of the oncoming enemies. Certain foes reveal bonuses, while he can also collect a yo-yo for use as an extra attack, speed up boots to, well, speed up, potions to render him invisible and more besides.

### 32-bit thrills

Oscar has a serious ego problem — leave him standing still for too long and he'll face the screen, cross his arms and start to make faces at you! The sprites are rather cool throughout, making full use of the A1200's colour capabilities (indeed, the main sprite runs in the 32bit mode), while the backgrounds suit the action, being detailed, bright and colourful. Snatches of speech and great sound fx brighten up the air waves, although the soundtrack sounds like elevator music!

> **"The backgrounds suit the action"**

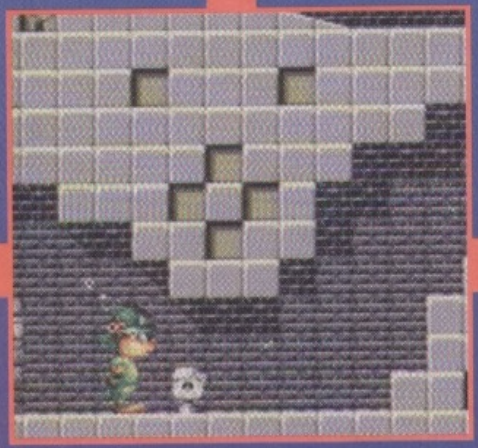
Flair are drawing much attention to the fact that Commodore are packaging *Oscar* in a similar vein to the way that Nintendo treat their Italian plumber and Sega their blue hedgehog. On the comparison front, *Oscar* is closer to Sonic in terms of attitude and gameplay — he rushes around each of the levels, skirting over platforms and picking up bonuses — but this doesn't set out to emulate any other game; instead, *Oscar* brings with it enough of its own style of gameplay to stand on its own two feet. Or paws as the case most definitely is!

### Get your yo-yos out!

*Oscar* is a testing platform game with plenty of leaps and swift manoeuvrering required even on the first few levels, but it's also rewarding. As Oscar progresses to new worlds, his guise will change. There's the Western level in which he dresses up as a Mexican bandit to take on the outlaws, walking cacti and vultures, while he dons a Dracula costume to face the weird and wonderful collection of beasts in the horror level. There are three areas to each world along with bonus and bogus levels, which you enter if you collect the letters.

I've got to admit, I had my doubts about this spikey-haired fellow, but he's come through with guns-a-blazing and rep intact. Okay,Oscar may not be as big as Sonic or have the aura of a Mario game, but this is still one of the better platformers on the Amiga 1200. There will also be a 500/600 version which retains all the levels, while the CD32 has two extra worlds and plenty of front-end special additions. We'll look at those when they arrive; until then, we'll pass the time of day quite happily with this particular Oscar!

Ian!



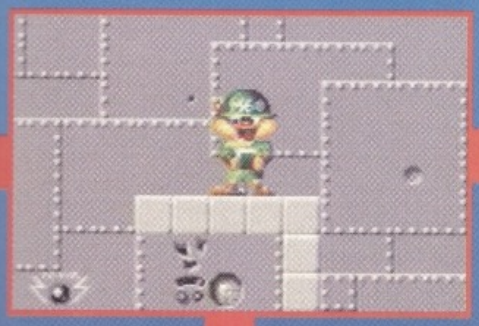


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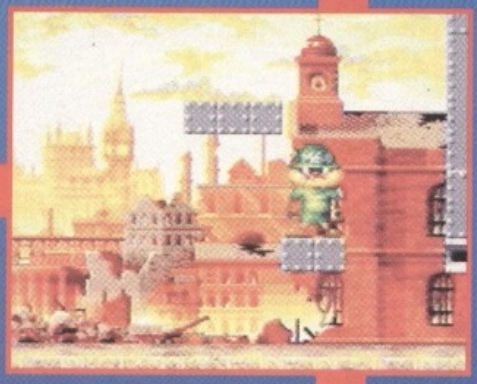


**Tip time!**

**If you hit a dead-end, then all may not be lost. If you have the yo-yo, try bashing the wall with it — occasionally, this will allow you to break through and continue on. If you don't have a yo-yo (an essential fashion item, you know) the search the immediate vicinity — invariably, there's one lying around.**





**Ian!**

■ Mario for the Amiga? Not quite, but *Oscar* is still a terrific game in its own right.

If there's one thing going for this game then it's the variation. Oscar has a different outfit for each world and, while this doesn't affect his abilities, the enemies and obstacles change accordingly. This gives it the Mario-like appeal where you keep on going just to see what happens next!

The controls aren't all that they could've been. You have no control over the height of your leap, making accurate jumps onto moving platforms or lifts a right pain.

Generally, though, this is a hot, hot game — if you are looking for something similar to the platformers found on the consoles then you won't go far wrong with this. ■



**Stand still for too long and Oscar will start pulling faces or giving you the thumbs up! Not a pretty sight...**

**As Oscar has little in the way of protection, he has to rely on his agility to get him out of scrapes. Leaping on the enemies heads is pretty effective, though.**





**amiga FORCE Rating!**

■ **DEVELOPERS: IN-HOUSE**



■ **DISKS: 3**
■ **PLAYERS: 1**
■ **GENRE: PLATFORM**
■ **1200 COMPAT: YES**
■ **HD INSTALL: NO**

■ **Plenty to please platform fans with numerous levels to keep you guessing.**

**88**

Reviews!

# Budget bargains!

**Tip time!** Try to find some old cartoons — they're far more interesting!

Collect the diamonds, jump around a bit, get bored out of your mind, turn off.

Budget!









**Ian!** ■ What a travesty! Even when you consider that this is aimed squarely at the under twelves, it's still a missed opportunity and a dire game. Just because it's crap doesn't mean that your kid brother will want to play it! ■

# HUCKLEBERRY HOUND

The platform action really falls short of the mark.




## ■ Alternative Software, £TBA

"Oh my darlin', oh my darlin', oh"...dear. *Huckleberry Hound in Hollywood Capers* is the latest Hanna-Barbera license to grace Amiga screens.

Just what is Huck doing in a video game? A very good question indeed. It appears that Huck's latest movie has been a real hit with those people that hand out Oscars, which he won in bucket loads. However, Wee Willy, the young scoundrel, has nicked them all along with a load of fake diamonds and scattered them far and wide across Cartoon World. These diamonds are required for the next film in which HH is to star so it's just as essential to retrieve these as it is to find his Oscar awards.

> **"Graphically, it's dire... steer well clear"**

### A Postdog knocks twice...

Huck's task involves climbing up each level, across platforms, conveyor belts, and sticky and slippery areas, collecting the items and avoiding the nasties. Huck has little in the way of attacks, relying solely on his less-than-acrobatic jumping ability. Hearts reward you with extra lives; the statues with limited invincibility.

Simply leaping upwards and around each level eventually becomes a very monotonous affair. Huck's lack of abilities coupled with repetitive landscapes and gameplay combine to make it very difficult to keep enthusiasm high. The Underworld is the setting for Huck's initial escapades — five levels of repetitive gameplay later and you're rewarded with a bonus level, which simply is a race against the clock; collect all of the items before the time runs out and the points are yours. The Sea World looms next; it's uncannily like the first batch of stages yet twice as dull.

To be quite honest, I never really expected much from this license anyway. Graphically, it's dire — sketchy backgrounds, terrible items and almost laughable animation on Huck make this a real visual turn-off. The music just grates and the sound effects consist of pings, bangs and the odd spot effect. However, these are only heard when the music's off — thank heavens for small mercies.

Even if you're a real Huckleberry Hound fan of old, you won't find much in the way of nostalgia here. Steer well clear. ■

**Chris!** ■ Dismal, even for a budget game. Even many of the PD games better this.

**amiga FORCE Rating!**



■ DEVELOPERS: IN-HOUSE
■ DISKS: 1
■ PLAYERS: 1
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: NO

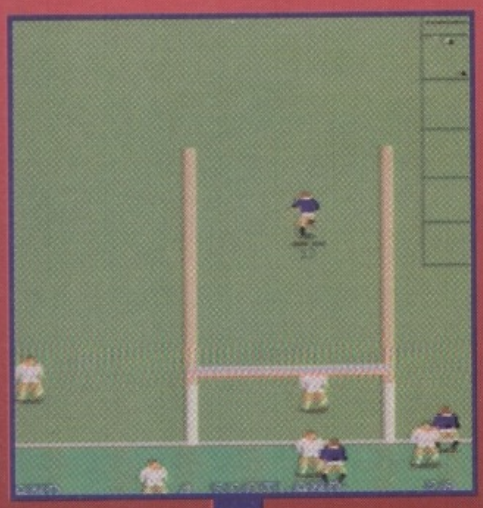


**21**

# Budget bargains!

# WORLD CLASS RUGBY

Budget!







**Tip time!** Getting used to the controls takes some doing, so play a few friendlies before entering the larger league or cup.

## Audiogenic £14.99

Rugby's always seemed to be a sport created as an excuse for the real action in the bar after the game. The beer swilling, raucous singing and, well, disgusting, vomit-inducing shenanigans have always appealed more than the brutality of the game itself. However, from the safety of my comfy chair in front of the monitor, I've been seduced into the delights of the rough and tumble world of rugger by the re-release of Audiogenic's well-designed simulation.

*World Class Rugby* never attempts anything flash or clever. Instead, rather like the glorious *Kick Off*, it relies on the quality of the gameplay to overcome any graphical deficiencies. The same goes for its sparse use of sound. A few bleeps here and there that sound vaguely like the grunts and groans of straining fat blokes are about it. Yet despite this, the game's strangely addictive. I became determined after a few goes to win the World Cup for Queen and country!

> "succeeds in grabbing the player's attention."

## Scrum down

Getting into the game's simple. Just decide on a skill level, select the type of pitch you want to play on and the length of the match. All you have to do then is choose a team and decide on the competition you wish to enter. The choice is between the Five Nations Championship, the World Cup or a one-off-friendly. The World Cup begins with a league table format. Each league contains the teams that competed in the last World Cup, which was around the time this game was originally released.

Anyway, to play the game takes little practice. The rules are the same as for the real McCoy, the only exception's your option to instruct the computer to ignore off-sides and knock-ons.

You control the player nearest to the ball, and, depending on whether you're attacking or defending, he can throw the ball, kick it, run with it or make diving tackles. When a player's tackled the result's usually a ruck. To come out of the ruck with the ball, waggle the joystick to build up your pack's strength and overpower the opposition.

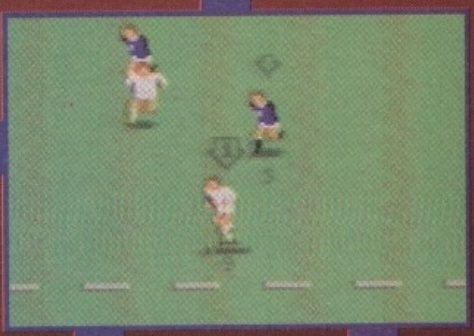
The same principle's true in the scrum, although there's also a choice of plays. Select one of these to trick your opponent. The first few moves of the play are controlled by the computer, watching these is great fun as some of them are really cunning. You can't sit back too much,though, as control swiftly returns to the player.

As I mentioned earlier, the game never messes about with cosmetics. Unlike the acrobatics in most soccer simulations, there are no celebrations in *World Class Rugby* when a try's scored. Rather like the real game, the players just brush themselves down and get on with it. The only form of gloating's provided by the extensive replay facilities. You can save your favourite plays, view them from a number of perspectives and create a library of your all-time classic tries.

This is a sports simulation that succeeds in grabbing the player's attention. At this bargain basement price it's definitely worth a look, even if, like me, you're not a great fan of the sport. *World Class Rugby* may not be the best sports sim ever, but it manages to bring the atmosphere of the game to the Amiga. All that's missing is the beer in the bar after the match!

**Chris!**

**Ian!** This is one of those games that grows on you. On loading it the omens looked bad. There was little in the way of graphics or design to get the juices flowing, and even less on the sound effects front. However, if you give the game a chance you'll be pleasantly surprised. The gameplay's actually fairly addictive. This will never be the first game I grab, or the second for that matter, yet it's good fun. Okay, *World Class Rugby's* nothing to get over-excited about, but it's a nifty little number that'll pass the time of day.







**amiga FORCE Rating!**

**The fact that it's different only serves in its favour. A great game for a great price!**

**79%**

Budget!

# Budget bargains!

# THE MUNS




"Dad won't be too chuffed"

# JAWS

**Alternative**
**£4.99**

Just when you thought budget games had improved, along comes *Jaws* and you're left questioning the blighters all over again! Basically, *Jaws* puts you in the role of Brodie, the chief of police, charged with the task of ridding the islands of the great white shark. While travelling through a reef, he loses the gun necessary to take out Jaws. With a crew of divers, he has to travel across sea, shutting down beaches at risk from the shark until his divers have found the gun. Then, and only then, can he enter into a final battle with Jaws.

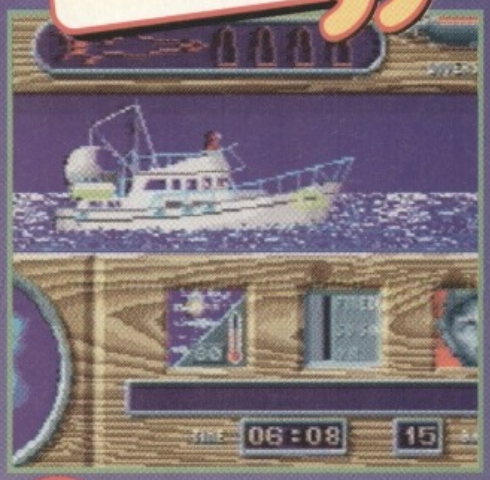
Unfortunately, this plays every bit as bad as it reads. You find yourself navigating a boat through dull waters, diving deep into the ocean with your divers to face fish and the like all firing at you, while one contact with an underwater foe results in a sudden death.

"Even the graphics and sound suck!"

## A Monster Splash

Even with the hole-ridden plot, it should've been possible to create a decent game based on the early Spielberg movie. This, however, is a mish-mash of bad ideas, thrown together with loose connections to the film, the shark itself and far-from-moving music. There's no atmosphere whatsoever; this is little more than a shoot-'em-up with a map.

Chris!




Ian!

■ For some reason, I had high expectations of *Jaws*. However, such optimism soon ended when I found myself playing what amounts to little more than a lifeless blasting game and one which requires a lot of dull exploration at that. There are few redeeming features; even the graphics and sound suck! 'Dad' won't be too chuffed if he buys this, let alone others.





Tip time!

**Keep checking your map, watching out for any imminent shark attacks on the surrounding beaches. Too many deaths and your job is on the line.**





amiga FORCE Rating!

■ **Hardly lives up to the standards of the film's director.**

33

# STERS

## Alternative, £4.99

*The Munsters* is another member of Alternative's new Dad's Range (I still think that's a weird concept to market a set of games; I mean whose dad would want to play these wretched titles?). This really is little better than an eight bit game.

For what it's worth the scenario is as follows — the Munsters' home has been invaded by ghouls, zombies, vampires and ghosts. The reason for this is simple. The Devil reckons that the family are just too nice so they need to be taught a lesson in terror from a past master. Old Nick has kidnapped the beautiful Marilyn. Remember her? She was the babe in the original series. Now the rest of the family has to save her.

Search the ghost-ridden mansion for the little sweetie, killing the ghouls as you go and making sure your energy level is topped up. Collect mystery objects on your travels to aid you when the baddies get too bothersome. However, you'll have probably dumped this tosh in the bin long before that happens!

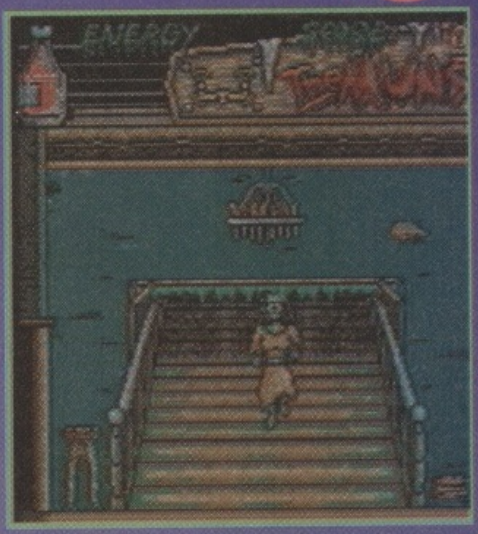
### Herman's horror!

The first thing to depress you is the theme tune. The Munsters' original music is recreated, but it's so annoying it'll have you pleading to be tone deaf. The gameplay is jerky, with appalling scrolling problems on the stairs, while the graphics are a waste of space. Once again spend your pennies elsewhere. Even Herman would cringe at the ugliness on display here!



amiga FORCE Rating! 43

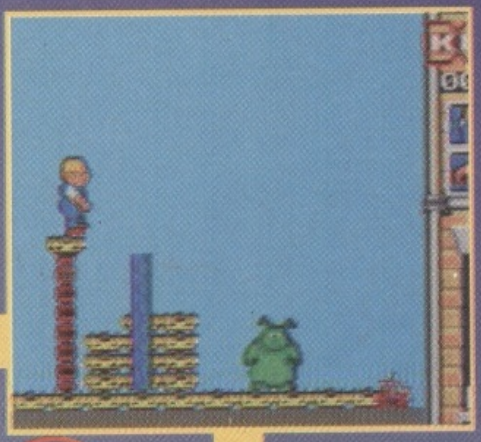
■ Neither amusing nor interesting, much like the aged TV program itself.



# HIGH STEEL





## Alternative £4.99

Put on your hard hat, show off your designer workman's bum and pack your sandwich box. *High Steel* takes you onto the Amiga building site, but once you're there you'll wish you hadn't taken the trouble.

Like the other games in this spread, *High Steel* is packaged as a game suited for all the family. It's being marketed as part of a Dad's range. However, it's not worth a look even at just under a fiver. Your dad would be better of buying a couple of pints, rather than this rubbish.

### Whistle while you work

The idea is simple. You have to build five floor segments, being sure to lock your girders into the correct place. A crane delivers supplies to the player; these include building materials, food and drink (Eat your Mighty White to keep the workers' strength up!) In between your tea breaks you collect the girders, fit them in place and then build on top of them. Create five floors to complete the level.

### Climbing the heights

To impede your progress all manner of beasties destroy the building. These include Gremlins, or rather round splodges that struggle painfully across the screen; Spitters, that spit acid at the player and banana skins, yep you've guessed it, they make you fall over.

It's all about as exciting as watching paint peel. Come to think of it, a white-washed wall probably looks better than this! Awful, ugly, 'horrible — you name it this game is worse. Poor graphics, naff sound and no redeeming features. Tell father to spend his hard-earned dosh on

Chris!

Budget!

Oh dear, yet another sorry excuse for a game. Nobody can seriously consider this any fun: with its crude graphics and non-existent gameplay, it's a horrific game even at this cheap price. I hope none of you bother with this or *High Steel*. You'll live to regret it I promise you. Appalling graphics and the dubious honour of having the most irritating soundtrack of the month are simply two more poor features (Come on Ian tell us what you really think! — Ed). I implore you to find an alternative!

Ian!

Ian!

■ I can think of nothing positive to say about this. Even at the rock-bottom price of £4.99 it's not worthy of a passing glance. *High Steel* starts badly because it looks nasty and sounds terrible. Unfortunately it goes downhill from there. You can't excuse this pile of smelly stuff just because it's dirt cheap. There has to be some element of addictiveness and playability. Sadly there isn't. Avoid this like the plague!

amiga FORCE Rating! 29

■ A black day for budget games everywhere. Back to the drawing board methinks.

# Public Domain! Going

**It's big, it's brave, it's bold and it's back! Ian 'We want four!' Osborne has been scouring the PD and Shareware scenes and discovered an amazing wealth of brand new titles...**

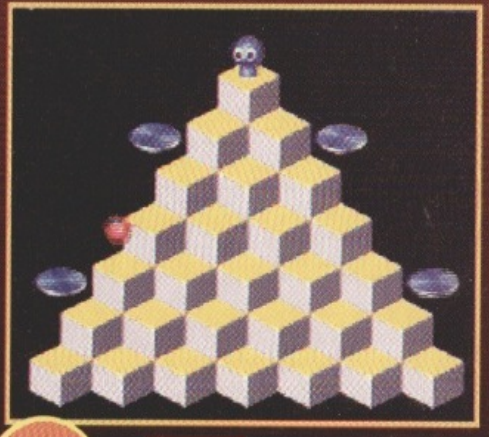
## Q-BIC

### Boot-Up PD (Charityware)

Another PD conversion of an eighties coin-op, *Q-Bic* is a blatant 'tribute' to the ageing classic *Q-Bert*, and a near-perfect one at that.

Set on a pyramid made of rows of cubes, your task is to leap from one to another turning them a different colour as you go. Win them all, and you move onto the next level. Various baddies pursue you on your quest; come into contact with one and it's lights out. Make sure you don't fall off the edge of the pyramid either.

My main beef with *Q-Bic* (and indeed it's coin-op inspiration) is the control method. Because the cubes are set diagonally to the screen, pulling 'down' on your joystick moves your dude 'down and left', push 'right' and he leaps 'right and down' etc. I spent a lot of time falling into the void because I misinterpreted the joystick commands. Still, if you're not as crap as me you'll find this a real treat - it's a near-perfect conversion of the coin-op.





## TRANSPLANT

### Alpha PD (PD)

No hype, no lies and most definitely no ulterior motives — this is one of the best PD blasters EVER!

It's based on the simplest of ideas - rotate your ship asteroids-style, and blast the host of enemies thrown at you with reckless abandon. This is no clone with knobs on though. Instead of rotating your ship in relation to the screen, the screen itself rotates leaving your craft facing 'up' at all times. Sounds confusing, but rest assured it works. An Asteroids-esque thrust function is also utilised, but with little or no inertia. Indeed, ripping through space and steering your craft is much easier here than in the eighties coin-op, which is just as well – after the first level the bloodthirsty boulders are joined by all manner of marauding spacecraft, and later still static guns. The further you get the harder they become.

Blast away all the rocks and rocketships to complete the level and you're offered the chance to buy more ships or upgrade your firepower, shields and agility before battling your way through the next. At the end of the game you also get a passcode to prevent the early levels getting boring.

It's difficult to put your finger on exactly why *Transplant* is so darned good. Maybe it's the deceptive simplicity of the gameplay, or the excellent graphics and silky-smooth action. Perhaps it's the attention to detail, with blinding explosions and great incidental music. The game's only real fault is it leaves you in the dark about how to splash out on a power-up (it's the function keys F1-F4), but now you know there's no excuse at all for not owning this portion of PD perfection.



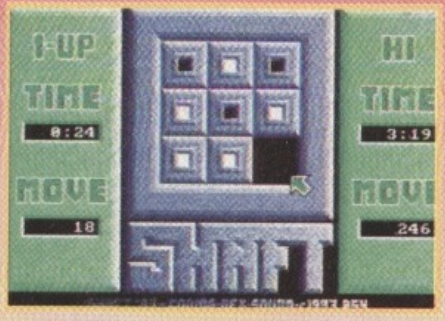
## CLI-TRIS/SHAFT

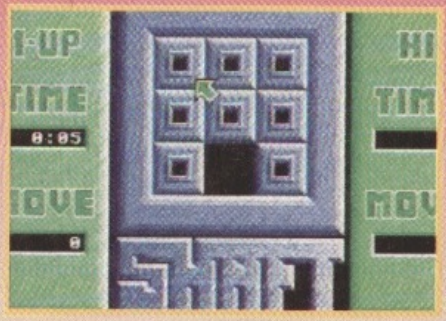
### Alpha PD (Shareware)

No marks for originality here (except for the zit-poppingly suggestive title) but what it lacks in ideas it more than makes up for in polish. Despite the title, *Cli-Tris* is actually a *Columns* clone. Guide the falling blocks (which drop in columns of three) in such a way that when they hit the deck you link three or more squares of the same colour. You can rearrange the order of a falling column by hitting fire.

Although nothing new (to say the least!) *Cli-Tris* wins out on sheer attention to detail. The controls are silky-smooth, four skill levels are on offer, and you can even choose from the various rave soundtracks on offer, all blatantly ripped off from hit singles. If you're looking for a *Columns* 'tribute' check this out.

And *Shaft?* It's one of those nine-square slidey-puzzle things but without the picture - you can only tell when the identical squares are in place because a white light appears in the centre. I hated it, but when it's packaged with a quality game like *Cli-Tris*, who cares?

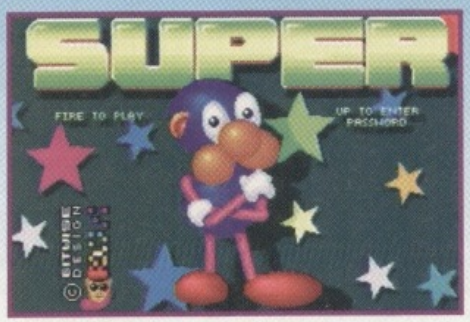


# Public! Public Domain!

## SUPER BLUKID

### Boot-Up (PD)




When we said it's been a good month for PD we weren't joking, folks - this snazzy little platform outing is better presented than a lot of commercial games.

You play the blue marvel of the title, and must work your way up the maze of platforms opening treasure chests as you go. The chests contain a number of point-scoring icons and power-ups, but more importantly opening all the chests allows you to get to the next level - if you can make it back to the now-open exit before the time limit expires.

The presentation is nothing short of amazing, with a brilliantly animated main sprite rushing around a cutesy parallaxed world reminiscent of the toy level of Flair Software's *Trolls*. Passcodes are available, a simple yet effective boon that many game designers (PD or otherwise) leave out. To help him on his quest Blukid has a number of devices at his disposal.



Pumping up a balloon lets him float to higher platforms, umbrellas allow him to fall any distance without injuring himself and he can even use a gust of wind to his advantage. These effects are useful but limited in number — run out and you could find a level unfinishable.

*Super Blukid* suffers a little from repetitiveness. You can't die — falling too far just stuns him for a while, wasting precious time, and there are few if any baddies to contend with. You won't be playing for ever, but it's sheer 'wow — look at that' factor makes it worth a few flings. Don't expect this year's *Rainbow Islands* and you won't be disappointed — it's a cool game in its own right.

## THE REAL POPEYE

### Boot-Up PD (PD)

Have you a friend who constantly raves about the eight-bit days? 'You couldn't hide bad games behind good graphics', he wibbles. 'The games of yesteryear were really good'. There's some truth in this, but there was dross about in those days too - it's just been buried in the mists of time, leaving the genuine classics unblemished. If further proof is needed, check out this




latest Bignoia conversion of a C64 outing.

Like most Bignoia games you can opt for C64 or Amiga graphics, though even the modern version looks dated. The sprites are okay, but animation and scenery has come on a long way since this was designed. The gameplay's pretty terrible too. Guide Popeye over a very restrictive single-screen platform contraption, avoiding Bluto and his monstrous missiles while grabbing the hearts dropped by Olive Oyl. I can see how in might've been a minor hit in its day, but time has not been kind.

If you owned the old C64 version and want to see just how easily pleased you were in those days, give it a go. It's okay as a piece of nostalgia, but it's no game.

## INSECTOIDS 2/ ZOMBIE APOCALYPSE

### Boot-Up PD (Compilation)

Not a bad little two-game collection at all. The games on offer both take a new look at classic coin-ops, and both are fair games in their own right.

*Insectoids 2* owes more than a passing shot to *Galaxians*, but instead of starting each level in formation the aliens swoop down in waves, hurling shells as they go. When in formation they wobble from side to side and break rank to fall

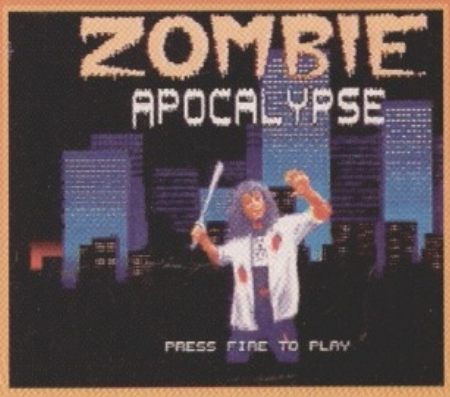


on the unwary player, all set against a downward-scrolling starry backdrop.

Standard space invader-esque saucers fly across the top of the screen, but if you succeed in blasting one they drop power-ups for firing speed, extra guns, a free life, etc. Look out for bonus rounds where lines of baddies zip across the screen in tight formation - blast as many as you can for extra points.

The game has all the simplicity and charm of an early coin-op, but unlike many PD attempts retains that certain something the arcade machines had in abundance. For collectors of PD tributes to early coin-ops this is a 'must buy'.

And *Zombie Apocalypse?* Basically an *Op-Wolf* clone, this game's main attribute is blood by the bucketful (and that's trendy now - look at the hype currently surrounding *Mortal Kombat*). The Zombies don't fire back but if they escape you lose energy - better to blow 'em to bits (and I mean quite literally) before they leave the screen.




The standard *Op-Wolf* power-ups are there - shoot 'em for extra ammo,etc, though the coin-op's variety is missing. It's certainly worth a blast as the graphics displayed as you tear huge chunks from your undead foes have to be seen to be believed, though you won't come back to it too often.

All in all a fine two-game disk.



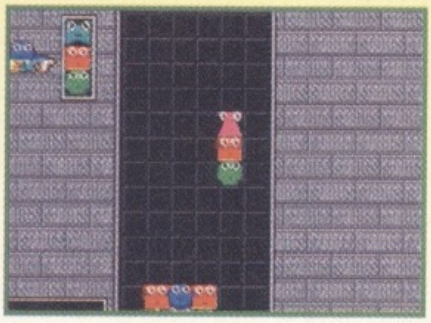
# Public Domain!

## SQUIGS

**■ Boot-Up PD (PD)**

Another *Columns* clone, featuring better graphics than *Cli-Tris* (the blocks are cute little creatures rather than coloured squares) but no in-game music. The playing area's taller, making it a little easier, but apart from that it's more of the same.

Doesn't it make you feel sorry for Sega MegaDrive owners, who have to pay cartridge prices for their version of *Columns*? Just a thought...



## ASSASSINS 128

**Scorpion PD (Compilation)**

Does anyone know what that space-age tune on the intro screen is? I haven't got a clue myself, so let's hit the games...

## SPACE INVASION

No prizes for guessing what game this arcade outing's based on. It's virtually arcade perfect except for the over-large graphics and the absence of static bases above your ship. The strips of plastic giving the monochrome graphics of the original their colour are replaced by genuine coloured sprites and the backdrop is pixelated too as opposed to painted on the screen - that's progress, folks!

As invader clones go this one's bloomin' good, but do we really need another? If you're after one look no further, but this effort makes no advances over some of the other versions.





## DELUXE PAC-MAN 1.4

Without a doubt, this is the best *Pac-Man* clone I've ever seen. It's slick, accurate, and plays like a dream.

For those who've been asleep for the last 15 years, *Pac-Man* sees you guiding a ruptured tennis ball around a single-screen maze full of dots — clear them all to advance to the next level. Four roving ghosts follow your every move, but become temporarily vulnerable when you eat a power pill - use 'em wisely, there are only four available per screen.

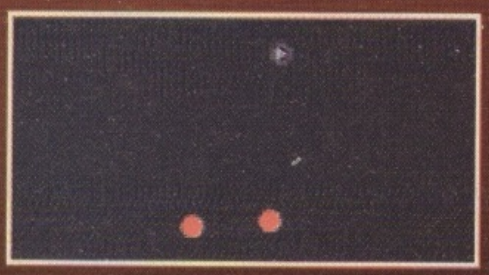
The eighties *Pac-Man* coin-op was arguably the first computer game that was neither a sports-sim (eg *Pong*) or a shoot-'em-up, and became an instant hit in the arcades. The years have taken their toll on the concept. In the original there was a set route to follow on the first screen which resulted in you straight away scoffing half the dots and all four ghosts with your first power pill. I can't see people's enthusiasm for this interpretation extending to finding a similar route, but it's a great conversion - if you want one.

## SOLAR WAR

Latest and most definitely least is this two-player outing which has you steering your Asteroids-esque starship around space, blasting holes in your mate's identical craft. Two rotating planets in the centre of the screen introduce an element of gravity.

Although a very old concept, this isn't a particularly good interpretation. The shield that extends around your ship is far more vulnerable to collision than enemy fire, so the majority of battles are resolved accidentally. Ho hum.

CONCLUSION: Two excellent interpretations of oldie-worldie coin-ops and one weak space duel - even with the traditional turkey it's a barg at PD prices.



## ASSASSINS 109

**■ Scorpion PD (Compilation)**

The dulcet tones of the theme from Star Wars lead you into this four-game compilation from the Assassins, everyone's favourite PD compilers.

## PSYCHO BLAST

The first of the four games does little to disguise its SEUCK roots, but for once the programmers have done more than ape their fave vertical scrollers - indeed, *Psycho Blast* has no scrolling at all! Instead you're restricted to a small square in the centre of the screen while hordes of obnoxious nasties surround you and pepper your territory with lead.

The game won't keep you playing forever, but the claustrophobic movement keeps you on your toes - an interesting use of SEUCK, if nothing else.

## KING HIGH

An AMOS creation, although well presented *King's High* is ultimately pointless. Based on the higher/lower bit in *Play your Cards Right* (remember that?) you're presented with five cards, placed face-down in the centre of the screen. All you have to do is guess (and I mean guess) whether the next card in the sequence is higher or lower (aces low). Complete the series and you enter a fruit machine-style gamble feature, score the required score and you move to an equally pointless routine that's identical except that you're faced with three rows of five cards.

It's not badly programmed or executed, but it's hardly fun.

## DELUXE HAMBURGER

This effort's primitive beyond belief. It's basically *Insectoids 2*, but a sauce bottle replaces your laser, the aliens become fast food and they disappear off the screen at the end of their runs instead of finding formation and continuing to attack. The presentation's nowhere near as good either - the background's plain black and there's virtually no animation.

Although you have limited vertical movement as well as from side-to-side ( a la *Caterpillar*) this is still a very limited game. The attack waves can only be overcome by finding a 'sweet spot' where you can't be touched. There's one on every level, and as the attack waves soon repeat you'll shortly be beating 'em every time.

## THRALLBOUND

The last game on the disk is *Thrallbound,* a graphic adventure from Norway. A text-driven outing, the black-and-white pics are moody and atmospheric and the game as a whole is fairly challenging. You have to type every word in its entirety instead of just the first four or five letters which is annoying, but apart from that it's great.

CONCLUSION: This is an awkward disk to summarise — only one of the games is worth its salt, but most of the others are worth a quick look if nothing else. However, the one good game's an adventure, which some gamesters will never even attempt. Personally I love text adventures so for me at least this isn't a bad disk, but whether you'll go for it yourself is a matter for you.




## ASTOUNDING ASSASSINS COMPETITION

**100 ASSASSINS PD COLLECTIONS MUST BE WON**

Roberta Smith DTP, one of the fastest and most reliable PD libraries in the country, have a little something else for you this month - the chance to win a bumper bargain bonanza and a hundred PD disks. The Assassins have for a long time been the most prolific compilers of PD disks on the Amiga scene, and thanks to Roberta Smith DTP, we've got Assassins collections to give away. And what do you have to do to win this amazing prize? Simple — just answer these questions:

1. **Who did Lee Harvey Oswald assassinate?**
2. **Who shot Abraham Lincoln?**
3. **Who is the only British Prime Minister to be assassinated?**

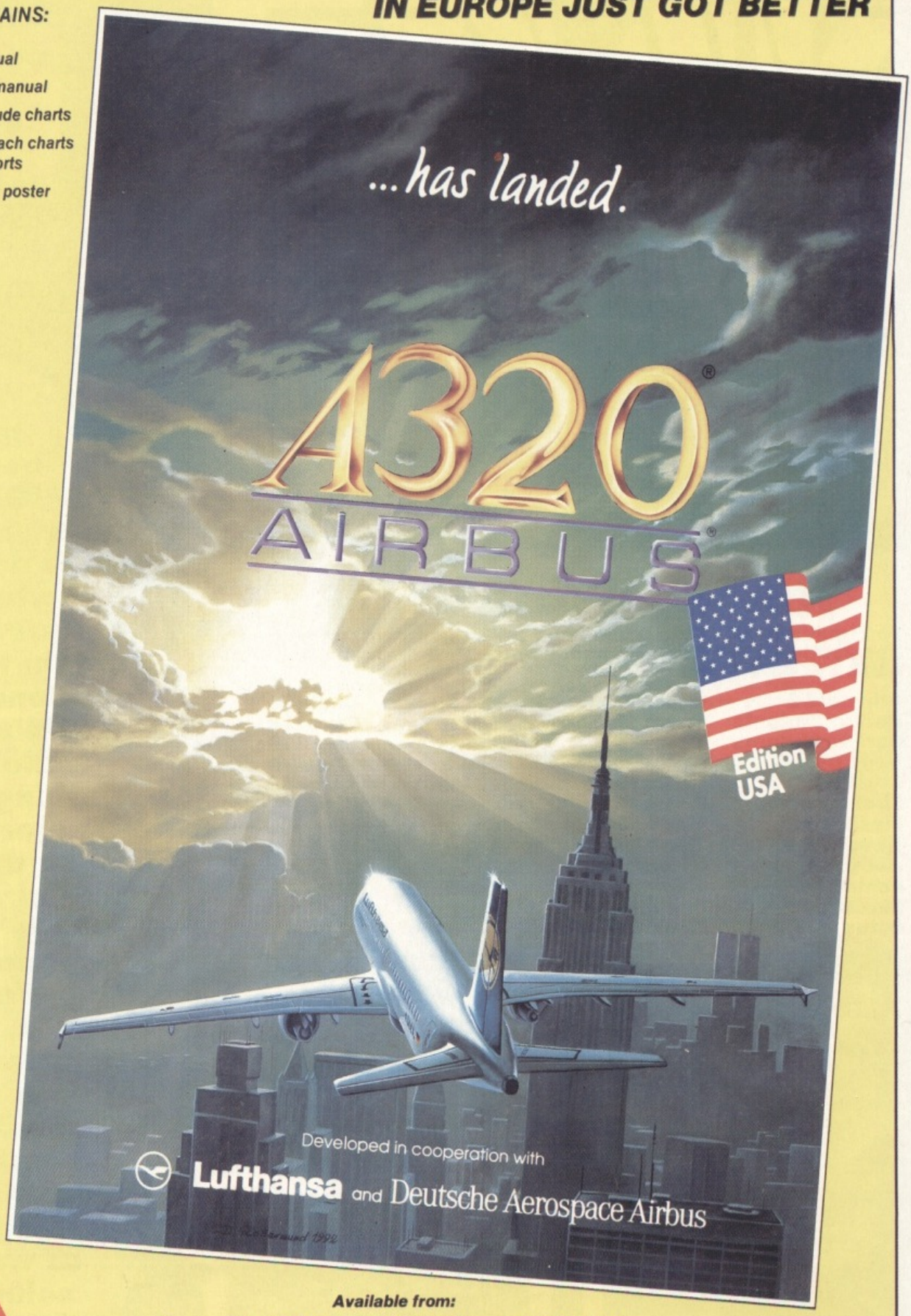
Okay, so the questions aren't that simple, but with a little research you'll soon have the right answers, and a prize like this is certainly worth working for.

Remember the name - Roberta Smith DTP. Even if you don't win the compo, they stock all the Assassins disks and distribute them for the keenest of fees.

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# amiga FORCE Playing Tips!

## THE TIPS BITZ

**One of the games of the year returns to our pages, also going to show that we do respond to your pleas for help. *Flashback* is as tough as it is impressive; to aid you through the more challenging areas, we've put together maps, hints and a final level solution.**

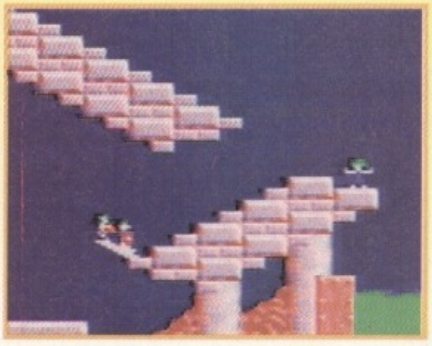
## THE COMPLETE INDEX

**Your guide to all of the games featured in our comprehensive tips section. Let's face it, nobody does it better than the AMIGA FORCE team!**


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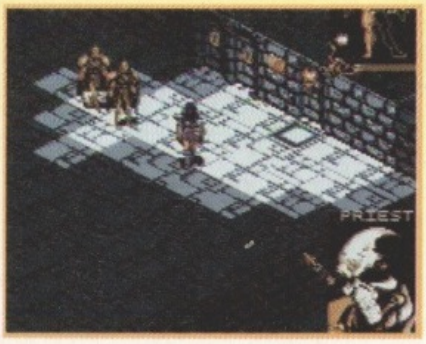

## LEMMINGS LIFELINE

**Following on from our codes and tips in the last issue, we now bring more help for you hapless Lemmings lovers. Remember, if you are experiencing problems with a particular level, contact the AMIGA FORCE tips team at the usual address.**



## SHADOWLANDS

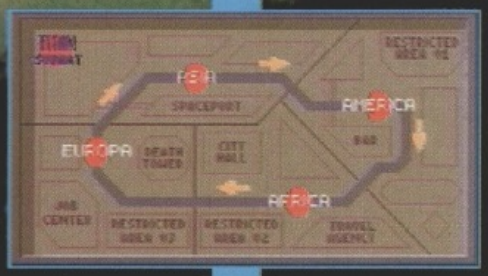
**Recently re-released on the Hit Squad label, *Shadowlands* is stumping adventurers left, right and centre. The five levels contain numerous tricks, traps and deadly pitfalls. Discover the deepest, darkest secrets of the hit game on page 62.**




**The team here at AMIGA FORCE have spent many hours down at the Newton Abbot jobcentre trying to obtain the sort of jobs Conrad himself would undertake while in New Washington. After being ejected from the building and told in no uncertain terms that there were no renegade cyborgs or mutants to be destroyed, we returned dejectedly to our machines and decided to provide you with a complete set of maps to the New Washington level, as well as a solution to those tricky final two levels.**

# FLASHBACK

## NEW WASHINGTON




To gain access to the Death Tower arena in order to obtain enough cash for your trip to Earth, you'll need some false I.D. papers. The place to get these is from a black market forger. Unfortunately false I.D.s don't come cheap so you must take a variety of missions from the Work Agency to earn those vital credits.



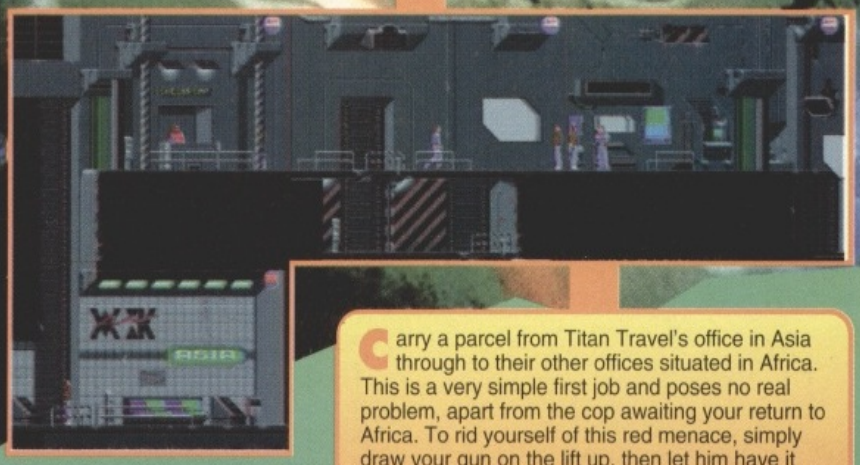

### GETTING A JOB

The first thing you do before you take any mission is obtain a New Washington work permit. To do this visit the Administrative Centre situated in Africa.

Speak to the guy at the desk downstairs, he will then call the lift so you can travel to the floor above. Once you're on the top floor, talk to the guy at window B who, after a bit of paper pushing, will open the door for you to see the boss. This is the guy who can hand over the vital work permit; to get it from his sticky grasp you must show him your current I.D.

Once you have a permit, you can travel to the Work Agency in Europa. At the agency, you find a variety of screens. Simply walk up to the flashing one and read the mission and pay details, then insert your work permit to accept the job.

## MISSION ONE

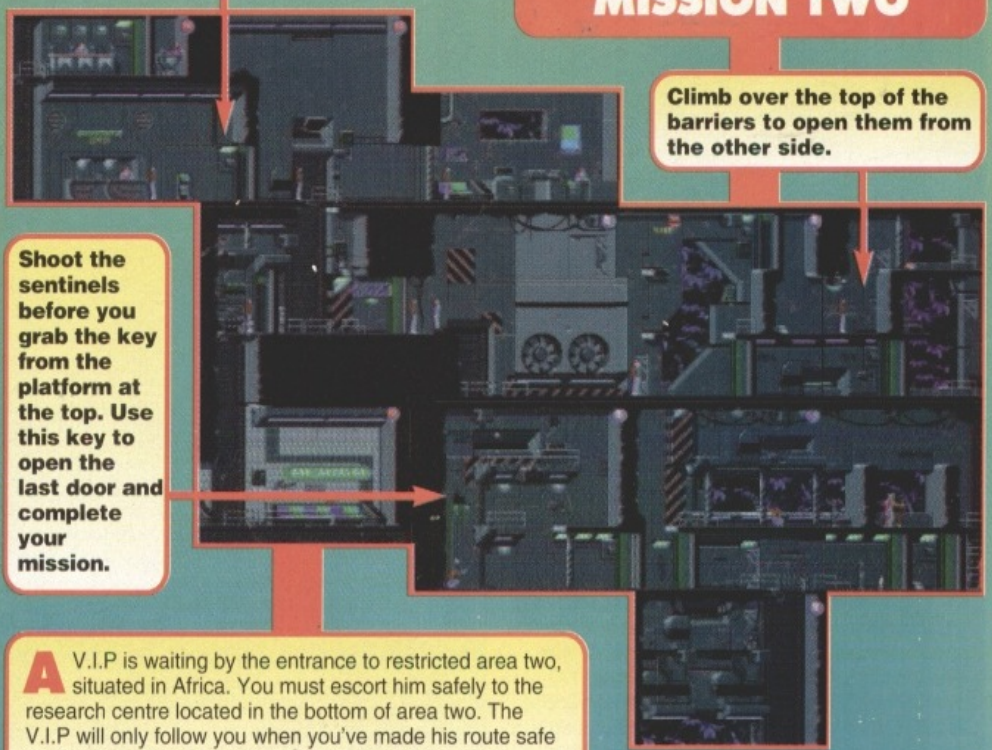


Carry a parcel from Titan Travel's office in Asia through to their other offices situated in Africa. This is a very simple first job and poses no real problem, apart from the cop awaiting your return to Africa. To rid yourself of this red menace, simply draw your gun on the lift up, then let him have it once you reach the top. Remember to stand up and fire when he uses his rocket pack to hover above the ground.

**This is the administrative centre where you must obtain your permit before accepting any mission.**

## MISSION TWO

**Climb over the top of the barriers to open them from the other side.**



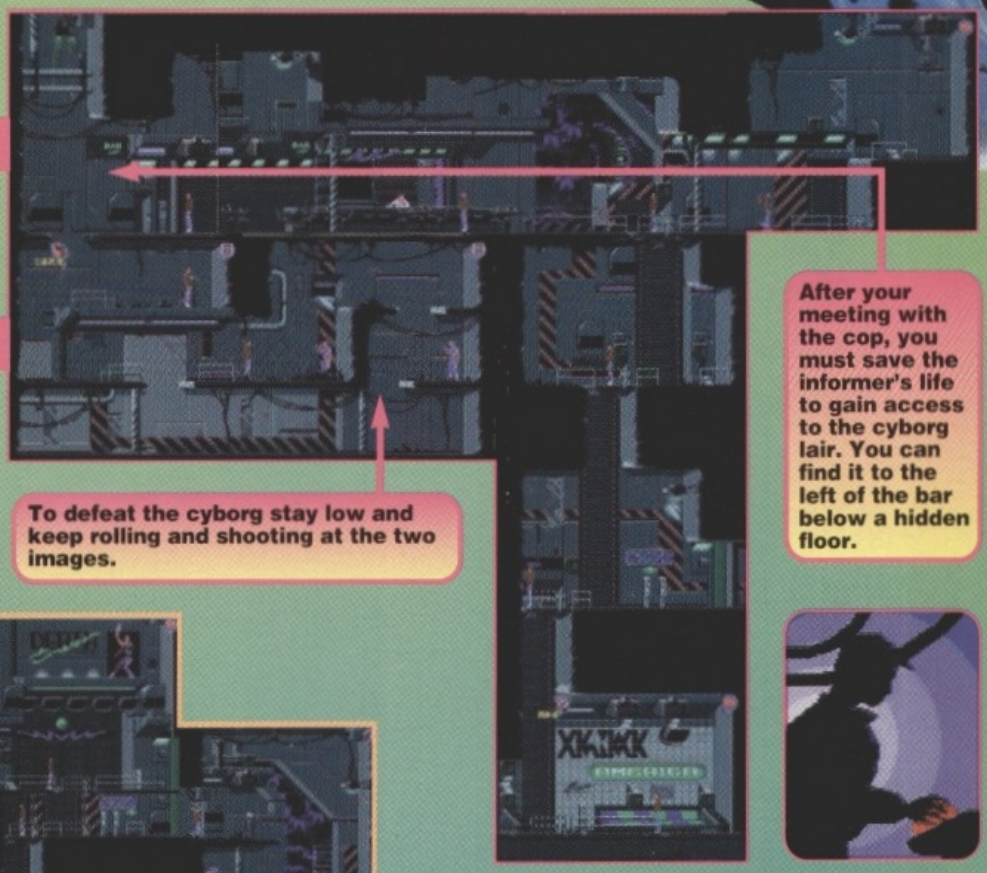
**Shoot the sentinels before you grab the key from the platform at the top. Use this key to open the last door and complete your mission.**

A V.I.P is waiting by the entrance to restricted area two, situated in Africa. You must escort him safely to the research centre located in the bottom of area two. The V.I.P will only follow you when you've made his route safe for him to continue his journey. Watch out for mutant guards along your journey — shoot the first one to get his door key.

# Playing Tips!

## MISSION THREE

An experimental cyborg escapes and must be tracked down and eliminated. You're issued with a photo of the cyborg, which you need to show to the man sitting at the table in the American bar. He gives you clues to guide you on the right track to locate the cyborg. Follow his information and that cyborg will soon be a smoking heap of scrap.



**To defeat the cyborg stay low and keep rolling and shooting at the two images.**

**After your meeting with the cop, you must save the informer's life to gain access to the cyborg lair. You can find it to the left of the bar below a hidden floor.**



## MISSION FIVE







**The key for the lower door is hidden on this platform.**

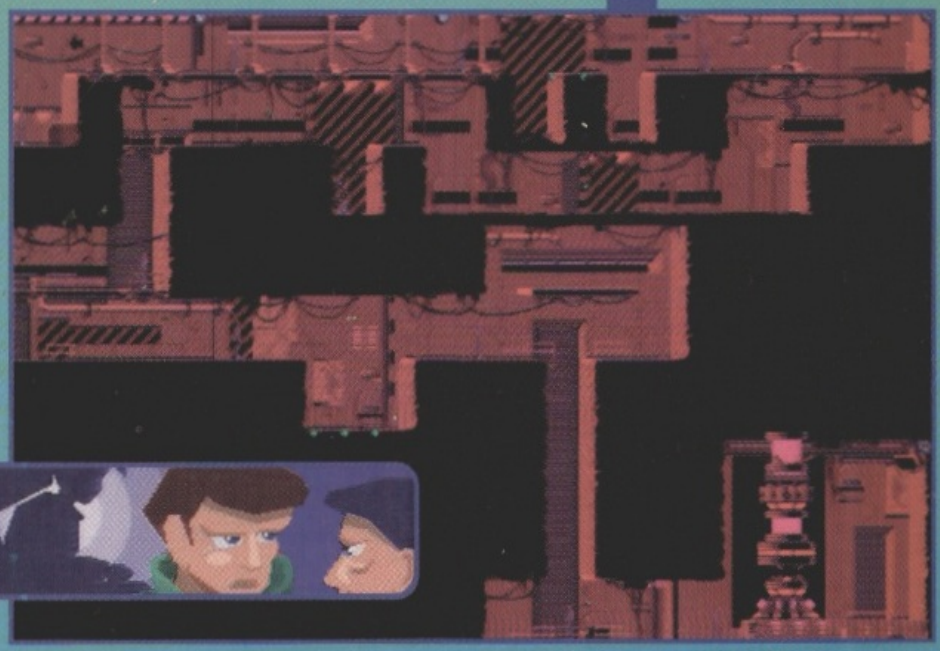
**Work your way down to this point, then press the switch to open the door and activate the sentinel. Destruction of the sentinel successfully completes your mission.**

A group of mutants infiltrate the city. The city council request that you travel into restricted area three and wipe out anything you discover there before they have a chance to get deeper into the city and harm any of the citizens. This one is fairly straight-forward and is your final mission. Successful completion of this will give you enough credits to pay the forger. Once you have them return to him, then take the papers to the assistant at the Death Tower counter.

## MISSION FOUR

This is one of the trickiest of all your missions. You have 90 seconds to replace a computer chip in the city's main reactor.

Follow the map carefully and run every part of the way as time is of the essence; failure will not only result in your death but also in the complete melt-down of the city. On reaching the final reactor room you'll find the fuse in your inventory; place it in the opening located second from the right on the central core system. If you're successful, you'll automatically transport back to the Employment Agency.



# FINAL LEVELS

Playing Tips!

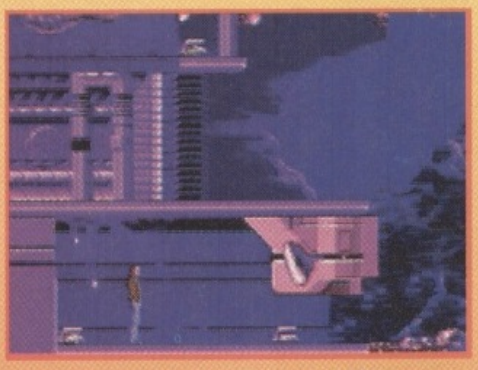
**Here they are, the final stages. To complete this level, find the atomic charge and place it in the central brain to wipe out the aliens and save mankind once and for all.**

## FIRST ZONE

From the start of this level, work your way to the right and kill the alien you find on this screen. Now jump up the platforms and kill the alien on the next screen, continue right and press the switch to open a door on your left.

Go back one screen to the left and take the ground level route to go through the door you just opened, then down on the lift. At the bottom of the lift, hit the deck and roll onto the screen below, avoiding the laser-turret in the process. On the next screen, you encounter an alien. The quickest way to get on even terms in your battle with him is to throw your teleport-receiver to the bottom, then warp down to it and fight him on the bottom level. When you have defeated this dude, walk to the right and pick up the stone before continuing to the left. Don't forget to pick up your teleporter on the way!

Roll under the wall and place your stone on the second pressure pad. This will open the door above which you must go through. When you reach the next door, climb up and press the switch to open the floor below. Climb down to the bottom level and shoot to open the next door, press the switch then wait on the bottom level. This series of switches release an alien who will unfortunately kill your friend behind the door. Wait for the alien to slide down onto your level then blow him away before climbing up to your dead friend. With his dying breath your friend hands over the all-important atomic charge.



Once you have the charge in your possession roll off the screen to your left, then climb to the top of the next screen, picking up the diary on the way. Use the lift to go down to the next screen, throw your teleport-receiver down to the ledge on the right and teleport across. After picking up the receiver, drop down and activate the switch behind the door. Throw your receiver down the newly-opened piece of floor and beam down to it. Pick up the receiver and drop down to recharge your shield, continue right and kill the alien that stands in front of you. Hurl that handy old receiver down the hole and beam down after it, fighting the alien you find there. Go down through the open doorway and avoid the alien creature as you continue down to the save point. Head to your left, pick up the stone then climb up and continue left.



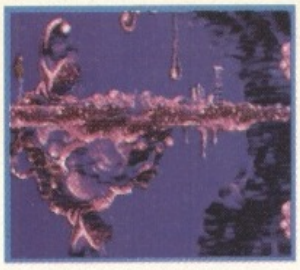
Watch out for the falling bombs as you head left over the pressure pads to open the door below. Kill the alien and go right, pick up the key then stand underneath the transporter at the far right to beam to the ledge above. Go back to your right and climb up to get onto the lift at the bottom of the big pit. Go up on the lift; when you reach the top, throw your receiver to the right then beam after it. Pick it up and walk all the way to your right and use your key to open the door.

## SECOND ZONE

At the outset of the second zone, leap across and save your position at the save point, then leap back. When you are at the furthest left without leaving the screen, take a running jump to grab onto the metal ledge above.

Use the lift to go up and fight any aliens you find there, then climb up to exit this screen. Rise to the top then stand on the edge of the platform and hurl your receiver onto the platform to the right. Teleport after it to avoid the falling bombs, pick up your receiver and go right . Go up on the lift and use the switch on the right at the top of the lift-shaft to turn off the laser cannon at the top.

Go left and place your receiver at the top. Climb down, activate the switch, then quickly use your teleporter to avoid the guard at the bottom. Once you have escaped from the dreaded pit, go left and down on the lift, then roll right to recharge your shield. Head back to the room with the laser cannon, drop down to the switch then jump across to the pressure pad on the left. Next gently lower yourself off the edge, so that you fall down the shaft. If you keep UP on your joystick pressed you will grab a ledge to break your fall. Drop down off this ledge and go left. Drop down again, then go to the right across the lower level, defeating the alien to go through the door .



Pick up the key then use it on the lock to open the floor above. Climb up through this new opening onto the lift. Use the lift to go up, then climb up to the top of this screen. At the top of the next screen go through the door and save your progress at the save module.

Continue right through the opening and wait for the rays to disappear before you jump over them. After safely navigating the beams, use the lift to go down and open the door below. Drop down onto the lift, bring the lift up and it blows up the mines for you. Throw your receiver down the hole and teleport after it. You will now be next to one of the alien brains so wipe out it's guardian. To dispose of the brain, stay crouched and keep popping up and taking shots at it. When the brain is dead, the floor opens. Pick up your receiver, stand as far left as possible and hurl it down the shaft, beaming after it.

At the bottom of the shaft, go left to find another save point. Once you've saved, leap to the left and continue left until you come to the shaft with the lift in the centre. Jump across onto the lift, grab the ledge above and jump off to the left then continue left. When you reach the two lifts, ride the small one up, use the recharger then ride the big one down to the bottom.



On reaching the bottom, save your position. Head through the door, walk to the right hand side of the brain and shoot the aliens when they land. Put away your gun and run to the left to leap up onto the platform; shoot the brain, then drop down and wait for the aliens to come again. Run to the right and grab the platform, pull yourself up and shoot the brain again. Drop down and repeat the left/right process until you hear a door open, then go through the right-hand doorway.

Walk to the right and press the switch to call the lift. At the top of the lift, go right, go up on the lift and pick the exploding mouse off the pressure pad. Kill the guard to get the key to the door. Open the door and go down on the lift, travel right and blast the two aliens by the doors. Continue to the right and, once you reach a beam, throw your receiver through it and teleport to it. Pick it up and throw it back to the other side of the beam. Now walk over to the switch and place the atomic charge next to it, then press the switch. Return to the top of the large lift-shaft and run all the way right. Keep running right past the start of this zone until you reach the large spacecraft. There is a lift hidden behind the large metal leg — use it to successfully complete the game!

# Playing Tips!

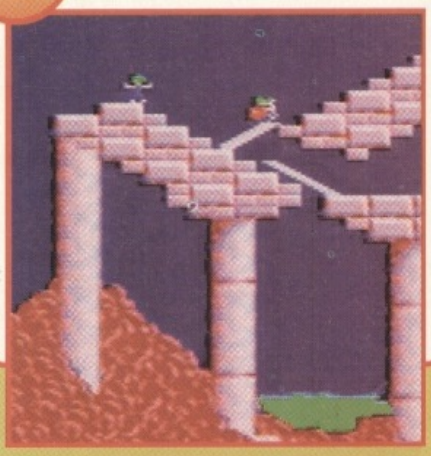
**2** Change your second Lemming into a builder. When he reaches the edge, he will build a bridge across and stop the others from falling into the hole.



**3** Turn your fourth Lemming into a blocker and allow the other three to walk up the steps.



**4** When your original builder reaches the top of the pink steps, turn him into a blocker.



**5** As the other two Lemmings begin to return down the steps, make them into builders to create a bridge up to the steps above.



**6** Let your two Lemmings walk across the top and drop down onto the bottom set of steps. Turn the first one into a blocker to make the other one walk down the steps to the left.



**7** When the other one reaches the bottom of the steps, turn him into a builder so that he builds a bridge all the way to the platform where your first blocker is standing.



bridge the gap. As he builds turn another Lemming into a climber and one into a builder; when the single Lemming climbs the ledge by the exit turn him into a blocker on his left edge, and blow him up. Next make two Lemmings climbers, turn the second as the first is reaching the bottom of the slope. Block and blow the first to the right of the first dip and the second one in the dip itself. Turn three Lemmings into climbers the same way as before. Block and blow these three in the following order; the first at the top of the hill, the second just below him and the third just below him again. As the last one counts down, turn another Lemming into a climber. As he drops off the slope, turn a Lemming into a builder to release the rest. Make a single Lemming a builder to reach the dips. They should now reach the exit with a few seconds to spare.



**8** As the builder reaches the top, make one of your Lemmings in the group into a builder to free the others.



**9** Wait until one of the Lemmings is directly above the exit, then turn him into a blocker and blow him up to create a hole through the bridge.



**10** If the first Lemming through the hole starts to walk right, turn him into a blocker to force the others to enter the exit.



Playing Tips!

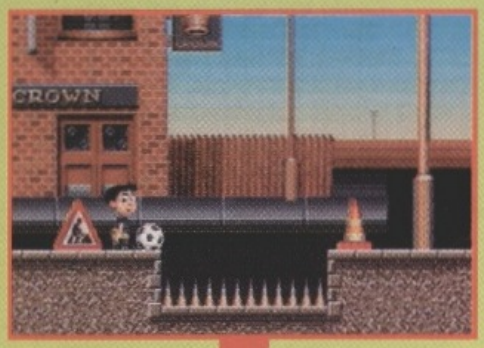
# SOCCER

**The World Cup has been stolen and only Soccer Kid can retrieve it from the alien fiends who have pinched it. Well, that's not strictly true, only Soccer Kid with the aid of the A-FORCE team players' guide can get football's most prestigious trophy back.**

## ENGLAND

Soccer Kid begins his journey in dear old Blighty. From Kid's home town of Rotherfield, with its multitude of workmen and skateboarders, it's on to the beautiful English countryside where you encounter snakes, frogs, and even flying fish! Your final journey is through London and, should you survive the pollution and rats, you battle Gareth, the rogue rugby player.





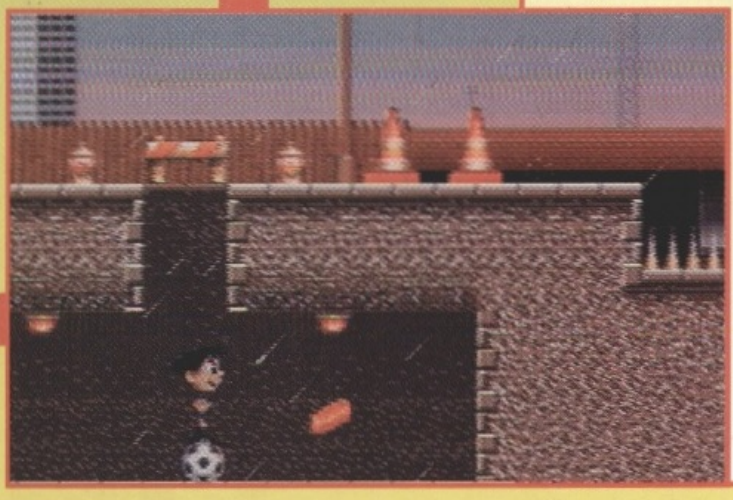



## HOME TOWN-ROTHERFIELD

Along your journey through England you'll meet a lot of weird characters, they're all quite easy to beat as you only have to hit them with your ball a few times. In the kid's home town, you encounter skateboarders who take one hit to defeat as well as cyclists requiring two hits with your trusty ball to send them spinning. Along the way you'll also come up against workmen. These characters take two shots to beat but make sure you don't get too close as they have a nasty habit of throwing spanners at you which will deprive you of one energy heart should they hit you.

Check out all the pits along your journey, as well as containing plenty of bonus items you can also collect energy heart boosters from the cases you find down there. To get out of a pit with no steps, simply position yourself underneath the main shaft and stand on top of your ball, then jump up out of the shaft. You can also stand on the lower branches of the larger trees to gain access to the items which are floating in the air. To get your ball safely across the spike pits, stand a little way from them and use a high chip to launch the ball across, then jump straight after it to stop it rolling back into the pit.





# R KID

## Playing Tips!



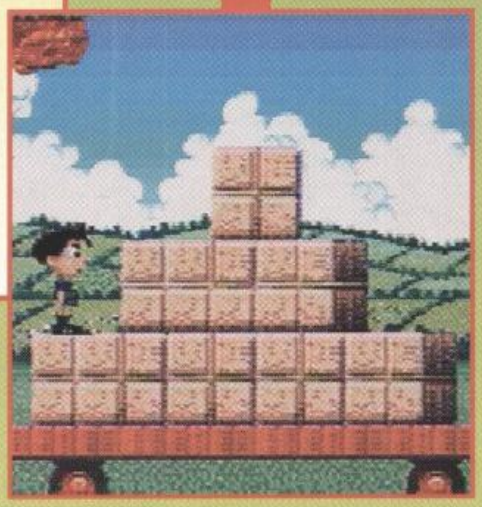
## THE ENGLISH COUNTRYSIDE

Once you've negotiated Rotherfield, it's time for a stroll in the country as you deal with its many rural pitfalls. Your main problems here are the snakes and frogs; because of their green colour they blend in with the fields and it's very easy to run straight into them. If you do encounter one, a quick kick with your ball will soon destroy them. Farmer Giles, as you would expect, is also to be found strolling through this section of the level. He's pretty harmless and will only hurt you if he touches you; he can be destroyed in the same way as his sheep, with two quick hits from your ball. During your journey you should encounter various stacks of hay bales; use these bales as steps to take you up to a variety of floating platforms which are absolutely stacked with bonuses just waiting to be taken.

At one point during the level you'll find a floating platform with a fish leaping over it, kill the fish then jump onto the platform and over to the other side before it sinks.







## LONDON

After all that fresh air it's time to return to the smog and pollution of London. The first hidden bonus item is down the first pit you come to and it's a very handy extra life. Watch out for the rats which populate the tunnels and underground stations in this level. There are the usual workmen, cyclists and skateboarders here, as well as fat American tourists who take two hits from your ball before dying. To get your ball over the many high walls and onto the rooftops of the underground stations, you simply have to use a high chip to bounce the ball safely over. At the end of the second level it's time to face the boss in the shape of Gareth.

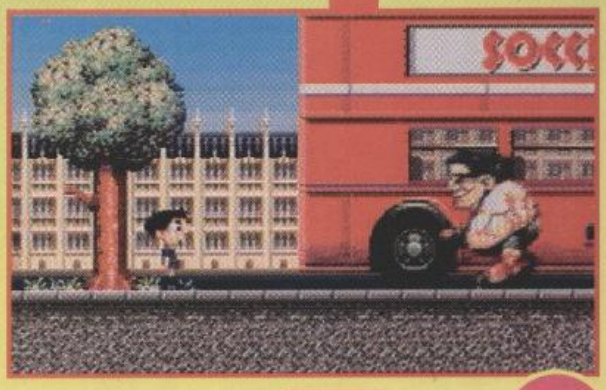
## GARETH THE RUGBY PLAYER

The first thing to do when Gareth comes on screen is to get ready to jump as he'll run to the left. He will then throw a rugby ball at you — If you stand just to the right of the screen the ball will miss. He will also spin a ball in his hand before running at you. Jump over him, then turn and kick your ball at him. Repeat this process a few times and success will be yours.









# Playing Tips!

## ITALY

It's across the water into Europe and straight to the heart of fanatical football supporters, Italy. There's no time to stop for a bolognaise here as you fight off crazy pizza waiters and moped maniacs in your attempts to reach that mad opera singer Pavarelli.



## VENICE

Survive that rather hair-raising encounter and it's on to Venice, just remember that the Kid cannot swim. So be careful around all that water. Wicardo, the mad waiter, is the main character you'll encounter. To beat him, hit him twice with your ball, and watch out for the pizzas he hurls around, though. Whenever you encounter a Gondola, remember you can't just step into it, you have to jump aboard. At one point there is a seemingly impassable river with fish leaping out of it, simply kill the fish then jump into the little boat to cross safely. The moped maniacs are very hard to kill and it's a lot easier to just run underneath them and keep running to escape them.



## THE RUINS

You begin your journey in the ruins. Here you'll have a very tricky time avoiding the many spikes which litter your pathway. You also have to contend with the ghosts that populate these ruins. To beat the ghost, tap the ball on your foot and wait for him to pass over you; as he does the ball will hit him, after two hits he will disappear. Another foe wandering around the ruins is Roger the Roman. He's very much like the workmen from the previous level; to defeat him hit him twice with your ball but don't get too close as he'll throw his sword at you.

Use your ball to bounce up to the top of the pillars, allowing you to continue your journey to the end of the stage. You'll also need to get on top of the pillars to get to the swinging platforms which will carry you across the spike pits and bottomless chasms.

Never run underneath a pillar with a wobbling block on top as these slabs will fall and kill you. Also watch out for the small pipes sticking out of the ground as they launch darts which fly into the air and fall back down onto you.







## THE RIVIERA

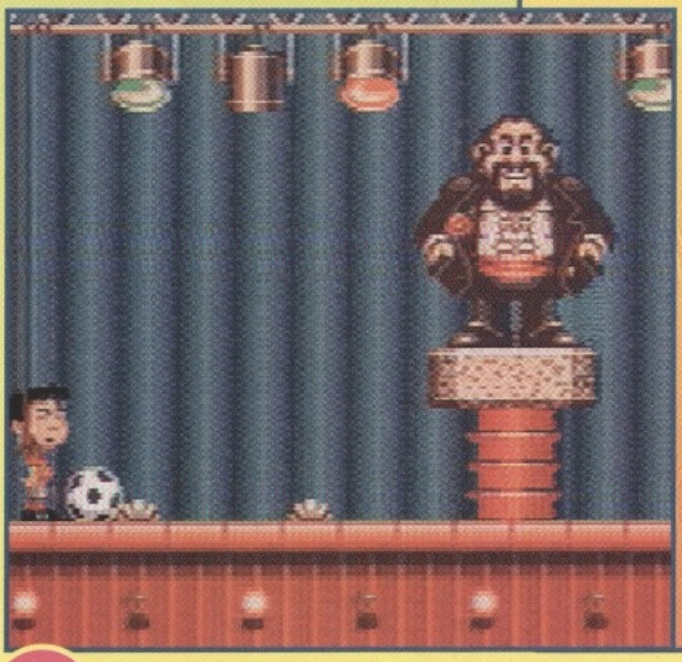
After all that water it's on to the beautiful Riviera. Ah, the sun, the sand not to mention the football (it's more of the same for this level). As with the previous Italian levels, watch out for the moped maniacs and cyclists as well as another appearance by Wicardo. Be very careful when walking under some of the trees as the coconuts have a nasty habit of falling out of them straight onto you. When you reach the floating platform, step on it to be lowered from the top of the cliff to the beach below. Watch out for the flying birds as you go down. The second section of the Riviera is just a gentle walk with not too many obstacles which is quite easy to complete as long as you don't go running into the unknown. When you reach the large speakers you'll have found Pavarelli's hiding place.





## PAVARELLI THE MAD OPERA SINGER

Pavarell, a mad and bad opera singer, comes down on a raised podium and begins singing. Jump over both groups of notes then wait for his platform to drop to floor level. Now's your chance to take a few shots at him before he walks towards you; he walks to the one side of the screen so make sure you jump over him and stand in the centre of the stage. He will now sing again, this time the rope behind you will become electric and begin pulling you towards it. Walk against the pull and jump over Pavarelli as he walks toward you. Take a few shots with your ball, then repeat the whole procedure a few times until he sings his last note for good.



# RUSSIA

It's time to put on your thermals as you head towards a very chilly Russia. Your journey starts in the frozen forest; you then continue your trip to Red Square.



## THE FREEZING FOREST

The main foes in the frozen forest are squirrels, wolves and soldiers as well as some very irritating little chaps on sledges, who have a nasty habit of sliding down the slippery hills just as you're trying to go up them. The many trees can be climbed to reveal branches laden with bonus goodies. Make sure you watch out for the pesky squirrels who'll try their best to knock you from your perch. It's also possible to climb the lookout towers to reach even more bonus items. Make sure you check your landing before you climb the tower as it's very easy to leap from the tower and land directly in a pit full of spikes.

Whenever you find a plunger, jump onto it to blow open the entrance to a mine. The second mine you blow open contains a very useful item in the shape of an extra heart, giving you three hearts instead of the usual two.

When you meet any of the rather mean-looking soldiers, don't panic. They're only dangerous if they touch you, although they're a lot tougher than the other enemies as they take three hits from your ball before they die.



## THE BATTLESHIP

Onto the ocean wave for the second section. Watch out for the pipes blowing out the jets of air — if you step in front of one of these, you'll be blown into the rows of spikes which are opposite the pipes. Whenever you see any of the sailors, make sure you don't get too close as they'll draw their guns and start firing at you. If they do start firing, duck down until they turn away from you, then stand up and let them have it four times with your ball. Steam jets are yet another hazard to be avoided on the ship's deck, wait until they have shot then jump over them — it's really only a matter of timing. The Battleship, unlike the other levels, is only one half long as opposed to the normal two.









## RED SQUARE

Red Square is the final obstacle for you to overcome in this country, to tell the truth this stage is really simple. Just keep moving to your right and taking out the sledgers, soldiers and dogs. There are plenty of hidden rooms, so continue checking the floor for little cracks to see where to drop down and find them. At the end of the level you will have to face the Gymnasty Assassin.

## GYMNASTY ASSASSIN

She'll first drop down from her bar above, then jump towards you, so as soon as she moves jump over her. She follows this with a somersault through the air which you must run underneath. While she's bouncing around the screen, hit her with your ball whenever possible.





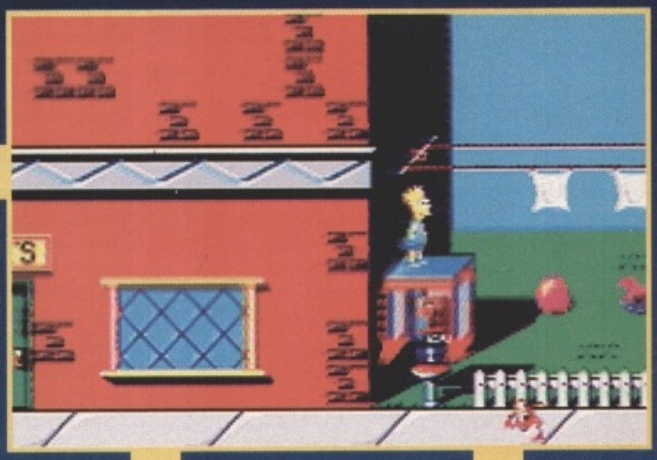
Playing Tips!

# BART VS THE SPACE MUTANTS



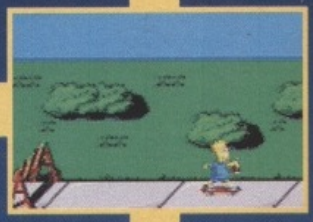
**Springfield is under attack and only Bart can stop the alien fiends who plot to take over the Earth. Young Simpson must thwart their evil plans by removing or hiding the items they require to power their dastardly machines.**














As most of us here at A-FORCE Towers are Simpsons' fans, we thought we'd help out that young tearaway by providing you with a complete solution to the first level. Bart must hide or disguise all purple items before he can proceed onto the next level.

The first task for our runaway hero is to spray the first rubbish bin purple, before he walks on to the right and uses his coin in the telephone to call Mo's bar. When Mo comes out Bart should spray his purple apron a very attractive shade of red. From here it's up onto the washing line to run across the top and knock the washing down to cover the items below.




Another rubbish bin is just crying out for a spray job from our young hero, so let it have it before going into World Of Tools to buy a key and a wrench. Leaving World of Tools, spray the hydrant outside, then use the wrench on the hydrant to shoot a jet of water to wash away the new paint on the awning. From here it's more shopping in Mel's Novelty Hut; from Mel you should purchase the items no young brat should be without, a cherry bomb and as many rockets as funds allow (make sure you save two coins for more shopping later).

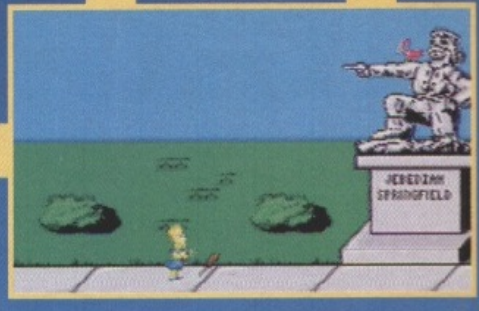
After all that shopping, it's up to the windows above to spray the vase and grab an extra life. Spray the vase above Toys 'n' Stuff before entering the shop to buy a whistle and a magnet. When Bart finally reaches Candy Most Dandy, he should kick the ball then jump onto it so that it bounces up and knocks the paint pot over the awning above. Keep walking right, spraying the rubbish bin on your way, then jump up into the Pet Shop window and drop your cherry bomb to scare the parrot away.

It's on to Springfield Park and a chance for more mischief. Ignore the 'Keep Off The Grass' sign and jump on the grass to attract the park-keeper. Spray his uniform red then go to the statue of Jebbediah Springfield; place a rocket on the ground pointing towards the statue's arm. Make sure the rocket is one slab from the base of the statue then light it to frighten the bird off. Walk all the way back to the left until you come to the red house; now use your key to skip the tricky skateboard level and re-appear by the Springfield Retirement Home. Spray the bird bath to the left and launch a rocket at the 'Bowlarama' sign to make it flash.

Once you're outside the Springfield Retirement Home, use your rockets to smash the purple blinds in some of the windows. That should be your mission successfully completed. Although, you can get a bonus if you blow your whistle outside the far right hand window to attract Grandpa Simpson who'll shower you with coins.





# TIPS BITS

Playing Tips!

**Welcome once again to all you tipsters and tip-seekers. As usual this is the section written by the readers, for the readers! Remember, if you're stuck on any game, simply write in and, if the team here at our shiny new Devon offices can't help you, other readers may be able to put an end to your sleepless nights.**
**So if you can help then don't forget to drop us a line, and remember that the best tipster each month wins a 12-month subscription (if you already have one, then we'll extend it!) Don't despair if you don't win, we put all the other tipsters into a hat and reward one of them with a subscription as well. Yes, I know we're just too generous for our own good. So get writing to: TIPS BITS, AMIGA FORCE,Impact Magazines, Ludlow, Shropshire SY8 1JW.**

## FLASHBACK

Q&A Is there anyone on your staff who can help me with the last level of *Flashback*. I have picked up the exploding mouse and gone down the large lift-shaft and am stuck from there. Please can you help!

**Colin Atherton, Cleveland**

Well would you believe it Colin? If you turn to this month's excellent *Flashback* tips, you will find the answer to your dreams just waiting to be discovered.

## A-TRAIN

Q&A Jonathan Couch contacted us last month and asked if anyone out there could help him with any cheats for *A-Train*. Upon reading his cry for help, Adam Pearson from Bedford responded with a cheat to give you extra money. All you have to do is type in CHEATER CHEATER WIMP at any time during the game, then sit back and watch that money roll in. Thanks for that handy tip Adam, which goes to prove that if you need help then one of the readers of Tip Bits is sure to be able to assist.

## ENTITY

Q&A Can anyone help me with any cheats for the game *Entity?* I have searched everywhere and have not been able to find any. If anyone has any their help would be greatly appreciated.

**Greg Phillips, Shropshire**

Sorry, but we can't seem to find any to help you out Greg. But I would bet on my new pleated jeans that someone reading this has an *Entity* cheat they've been just dying to share with someone. So come on drop us a line.

# CUT OUT 'N' CHEAT!

**STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS! SO GET SNIPPING!**



# Playing Tips!

## BARDS TALE II

Q&A Can you please help me? I am totally stuck trying to complete Snare 1 in the ancient but brilliant *Bards Tale II*. Plus any other useful Bard tips would be very helpful.
**C. Berridge, Peterborough**

Sorry, but we can't help you out with your little problem, but no doubt another reader can. However we do know of a handy little cheat for increasing your gold. First load your party, then go to the statistics screen for the first player and give all of your party's gold to the first player. Now remove him from the party and load him back in again. Pool all of the party's gold to the second player and repeat the process you did with the first player. Do this for each character in your party then turn off your machine without saving the game. Every player will now have his own amount of gold, this amount is the same as was jointly held by the party before and you can repeat this process as often as you want. It's a little bit complicated I know, but it does work.

## PREMIERE + SLEEPWALKER

Q&A Gareth Wiliams wrote to us with help for two problems featured in issue ten. The first is in answer to Paul Lee's question on how to beat the gunfighter at the end of level one. His second piece of help came in the shape of a solution to level one of *Sleepwalker* to assist **Kevin McDaid** to rest that little bit easier.

Here we go with the first of those problems, how to beat the gunfighter in *Premiere*. The answer in fact is quite simple, you must wait for him to go for his gun before you shoot him. He will wiggle his fingers three times, then he will touch his gun. You should shoot him as soon as he touches his gun. This will stun him for a short while. When he recovers he will wiggle his fingers five times before touching his gun, so shoot again to stun him. After his second recovery he will wiggle all of his fingers four times before touching his gun for the final time.

Gareth's back again with his solution to the first level of *Sleepwalker*. From the start of the level, walk right and fall through the trapdoor, cross the wire and leave Lee in the pit while you explore the level without him. Go down the lift, jump the manhole and shut the gushing drains. Go across the water and close the other gushing drain then head to the end of the manhole and exit. Cross the road and push the rock off the ledge and push it into the fire hydrant to stop the water from coming out. Jump up the ledges and onto the wire, next bounce up to the right and blow up the dynamite by walking into it. Jump all the gaps and go down the lift, cross the wire and jump the gap before walking left. Drop down off the left and fall straight down, wallop the dog catcher on the head and cross the road. Push the sleeping crossing warden into the road and the cars will start beeping.

Retrace your steps back to Lee. Get him to go down the sewers, hold him by the side of the smelly water and when the barrel stops, turn him right and the barrel will take him over the water. Kick Lee over the next gap, then take him out of the sewers and hold him by the road until it is safe to cross. Kick him up the ledges after you have passed the hydrant. First take the right ledge then the left hand one; now take a run up and kick him from the edge of the platform to bounce safely across the wire. Kick him over the edge of the

### arkanoid 3
MIRRORSOFT

On the title screen type "TUESDAY 14TH" to obtain a hidden options screen when you press the fire button.

**Okay, stop whatever it is you were doing and pay attention. The cheats on these pages have to be cut-out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary.**

### bart vs space mutants
US GOLD

At the screen where the family are watching T.V. type in "COWABUNGA" to gain infinite lives.

### strip poker cd32
ON-LINE

Enter your name as INDIGO to beat the girl with every hand even if she wins.

### sierra games
SIERRA

This cheat will work for all sierra on-line games. Press Alt and 'D' together during play to enter the Sierra Test Screen. Type TP for transport, or GET OBJECT.
In response to the prompt NEW ROOM: or GET OBJECT you can type a number and the game will either transport you to the room or give you the desired object.

### turrican 2
ALTERNATIVE

Access the music menu and press 4 to stop the music. Now press 2 after ten seconds of music. Press escape twice to get infinite lives and power.

### first samurai
ALTERNATIVE

During the game type in "DIPUTS" to be able to use the number keys to warp around the level.

### zool
GREMLIN

Wait for the high score table to appear then type "GOLDFISH" and press enter. Pressing number one key will make ZOOL invincible.

### hard drivin' 2
HIT SQUAD

Select manual gears, accelerate to full speed then press N to change into neutral gear and maintain full speed. Steering is now easier and you automatically qualify.

next platform and he should land on the platform where you blew up the dynamite.

Take a run up to get him across the bridge, then it's basically kick him along to the end of the level.

## INDIANA JONES AND THE LAST CRUSADE

I am writing in reply to the letter sent in by Simon Hurst requiring help on *Indiana Jones and the Last Crusade* in issue ten. Well here is the solution he requires.

**Nic Smith, Lincoln**

To get the wine bottle off the man and woman in the cafe, first try and take the bottle. The man will refuse to give it to you. Examine the bottle and Indy will realise that the wine was from a bad crop. Take the bottle again, the man now realises that the wine is from a bad year and will hand it over willingly. Take the bottle to the room with the pool of water and fill it with water. Next, go to the room near the 'pool of water' room where a skeleton is sat up against the wall. Examining this skeleton will reveal a hook, take this hook, and go to the room with the torch , pulling on the torch will have no effect since the torch is set in hard mud. This is where the bottle of water comes in handy, pour it over the mud to soften it. Pulling on the torch will now reveal a trap door, go right over the rock bridge and into the room beyond. Examining the walls will reveal an inscription of the Holy Grail. Go back to the room with the rock bridge. In the ceiling you will see a plug, put the hook in the plug, stand to the left of the hook and use your whip on it. The plug will come out as well as all the water from the pool above. Progress left until you see a ladder, climb the ladder which will bring you out in the room with the slab, you can now walk through the room where the pool once was.

## CRUISE FOR A CORPSE

A gentleman from Leicestershire who goes by the name of Christopher Ewan could well turn out to be the man of the moment. Why?. Well, he has kindly sent in a complete solution to the excellent *Cruise For a Corpse*. For all of you amateur sleuths out there who are stuck, read on for every question you had will be answered.

Take the paper and unfold it. Read it. Go to the bar and show the paper to the barman. Read the prayer book. Take the letter and read it. Go to the smoking room and speak to Tom about Tom. Go to the deck to talk to Suzanne about Suzanne. Go to Daphne's cabin and open the door. Speak to Julio about Julio. Go to Fabiani's cabin and pull the suitcase on the left. Open it. Go to the dining room and speak to Fabiani about Fabiani. Go to the bar and speak to Suzanne about Julio. Go to the smoking room and take the paper. Go to Tom's cabin and speak about Suzanne and about Fabiani's suitcase. Go to Julio's cabin and speak to Julio about the friendship between Suzanne and Fabiani.

Go to the dining room and speak about Suzanne's invitation. Go to Raoul's cabin and take the small key. Go into Karaboudjan's office and unlock the writing desk. Examine the jewel box and its clasp/fastening. Take the thank-you letter. Go to the dining room and open the drawer. Examine the drawer and take the invitation cards.

Go to the deck (on the right) to observe Tom and Rebecca. Go to the laundry room and examine the laundry basket. Examine the necklace and the photo. Go in front of the mermaid and speak to Dick about Dick. Go to the



# Playing Tips!

smoking room and speak to Tom about Agnes. Go to see Fabiani in his room — knock before entering. Speak to him about the thank-you letter.

Go to Julio's cabin and speak to him about the bell tower. Go to Suzanne's cabin and open the left wardrobe. Search the cosmetic case and take the prescription. Go to the the bar and take the glass and the bottle. Go to the upper deck and speak to Suzanne. Give her a drink. Speak to her about her prescription. Go to Hector's room and speak to him about Agnes' illness and her stay with Niklos.

Go to the smoking room and speak to Tom about the death of Agnes and her will. Go to the deck and look through the porthole of Rebecca's cabin. Go to Suzanne's room and open the right hand cupboard. Search the pile of laundry and take the envelope. Go to Fabiani's room (remembering to knock first) and open the cupboard and take the watch. Speak to Julio about the watch.

Go to the upper deck and speak to Rose about Rose. Now go to Rebecca's room and speak to her about Rebecca. Go to Daphne's room and speak to her about Rose. Now go to the bar and speak to Suzanne about Rose. Travel to the dining room and speak to Fabiani about Rose's sadness and about Raphael Lambert. Go to Niklos' office and speak to Hector about everything. Speak to him about Mercedes, mother of Daphne. Speak to Julio about the death of Niklos. Speak to Fabiani about the relationship between Daphne and Rebecca and Rebecca's character. Then speak to Hector about Daphne's mother.

Go to the upper deck and search Rose's bag. Talk to Rose about the gun advertisement. Go to Logan's room and open the wardrobe. Search the pile of clothes and take the letter. Go to the upper deck and throw the lifebelt. Now go to the laundry room and examine the pot/jar. Go to Suzanne's room and examine the music box. Insert the key, stop the ballerina and turn the key. Take the letter.

Go to the bar and take Daphne's bag. Go to Daphne's room and talk to her about Agnes' will. Go round the deck and talk to Rebecca, Daphne, Rose and Fabiani. Go to the bar or on the deck and speak to Suzanne about the relationship between Tom and Rebecca. Go in front of the mermaid and speak to Dick about the relationship between Tom and Rebecca and the plot. Go to Raoul's room and take the envelope you find on the ground.

Go to Hector's room but don't speak to Dick. Go to the kitchen and take the tin opener. Operate the hatch/trapdoor. Take the crowbar and use it on the plank. Take the spool of film. Use the crowbar on one of the cases. Take the tin and use the tin-opener on it. Go to the engine room and take the screwdriver.

Go to the smoking room and get out the projector. Put the reel of film on the projector and use the screwdriver on the screw. Operate the switch. Go out towards the mermaid. Go see Suzanne. Go to Ivan Muller's room and find the technical manual. Open it and look at the inscription (INCAL). Take the book and go to the study.

Examine the books and put them in order so they read INCAL. Enter the secret passage and fight or throw the bar of soap that you find in the toilets on the right. Search the Mafioso and take the puppet. Go to the smoking room and show the puppet to Daphne. Point out the guilty party and you've solved the crime (The guilty party is actually Dick).

There you have it — we've kept it simple so that you can (hopefully) follow it with few problems. Go get that dasterdly Dick!

## leonardo

**On the password screen enter your code as "FREIBERC" to be given infinite lives.**

## lotus turbo challenge 2

GREMLIN

**In two player mode enter player one's name as "IN A BIG COUNTRY" and player two's as "FIELDS OF FIRE". Now you will always qualify.**

## body blows

TEAM 17

**Using two joysticks, call up the option screen. Push the joystick in port one left and the joystick in port two right. Hold this for about six seconds to access a hidden options screen.**

## midwinter 2

KIXX

**To gain control of all 41 islands you only need to capture the islands of LOBOS, NDOLA, CAMARGO, DHAFIA, MAKAT, CAMARGO, GHAZAL, DJOUM, SATARA and SIKASSO.**

## man utd. europe

KRISALIS

**Press left mouse button during the game to enter two-player mode, this makes the hardest team simple to beat.**

## storm master

**To complete the game hold down ALT and CONTROL and click the mouse on the Joker at the council of seven.**

## railroad tycoon

**Enter the F1 screen and press SHIFT and 4 to gain $ 500,000. You must stop at thirty two million dollars.**

## robocop

OCEAN

**During the game, hold the shift key and type in "THE DIDY MEN". You can now press escape to skip to the next level. You must re-enter this on each level to make it re-activate.**

## crystals of aborea

**Go to the main character screen and select Jarel and click on the bottled icon. Now press control and V to get full life points and special abilities.**

## hudson hawk

**Pause the game and type in "SCIENCEFICTION" (no spaces) to gain infinite lives. Pressing delete during the game also allows you to skip levels.**

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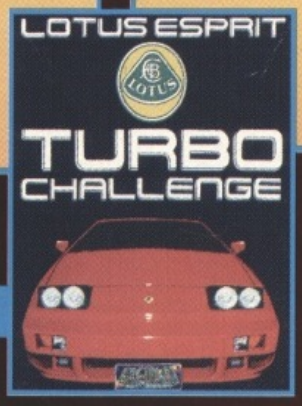
Hey! Do you want the good news or the even better news first? the good news is that from Issue 6 (on sale 20 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! No more hair-tearing frustration, yearning for the latest, hottest tips. Nope, it'll be hitting the streets **EVERY** 4 weeks!

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## BUT I'VE ALREADY GOT ONE!

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## LOTUS ESPRIT TURBO CHALLENGE

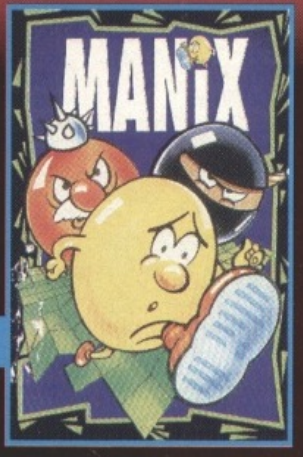
■ Even more playable than its two classy sequels, this is *the* two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.

## THREEBIES!



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■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.




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■ A souped-up variation of the classic *Q-Bert* coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.

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### IT'S CHRISTMAS!

The season of goodwill and harmony is upon us again bringing with it a wealth of give-aways, freebies and competitions! Thrill at the big papery free thing! Gasp at the prizes! Stagger in amazement at the AMIGA FORCE party! Wonder why we all look so 'vacant'! Whatever you do, don't miss it!




### OUR CUP OVER FLOWETH

The Christmas issue will be crammed full of reviews, previews, play tests, maps, solutions, tips — just about everything that you could want from your favourite Amiga mag!

### FINAL FRONTIERS

*Frontier — Elite 2* is finally here! Millions of planets, vast areas of uncharted space and 82 missions all feature in this long-awaited sequel. Days off are being planned just to enjoy this one — don't miss the definitive review!

### GET NUTTY!

Ocean's latest hero is a squirrel by the name of Mr. Nutz. Is this the platform adventure that the Amiga has been waiting for? Hopefully, all should be revealed in the next issue!

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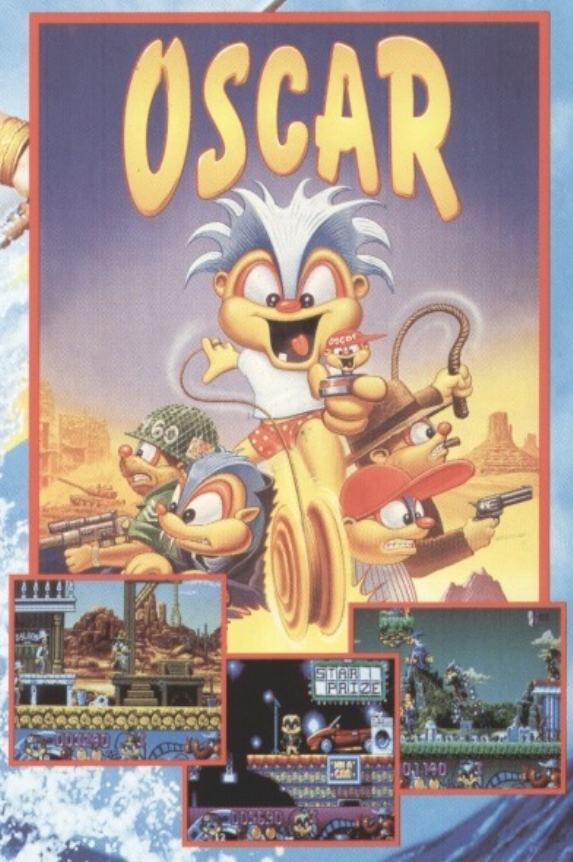
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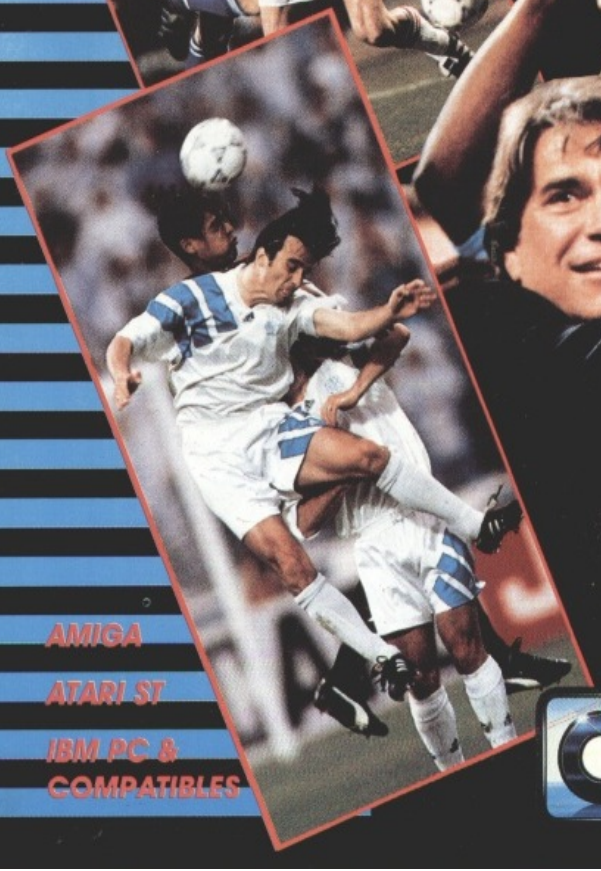
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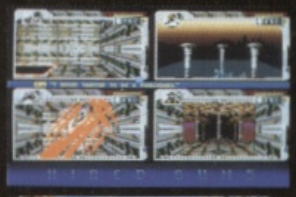
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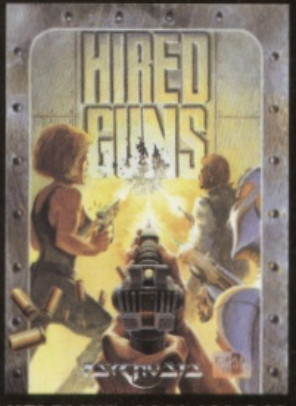
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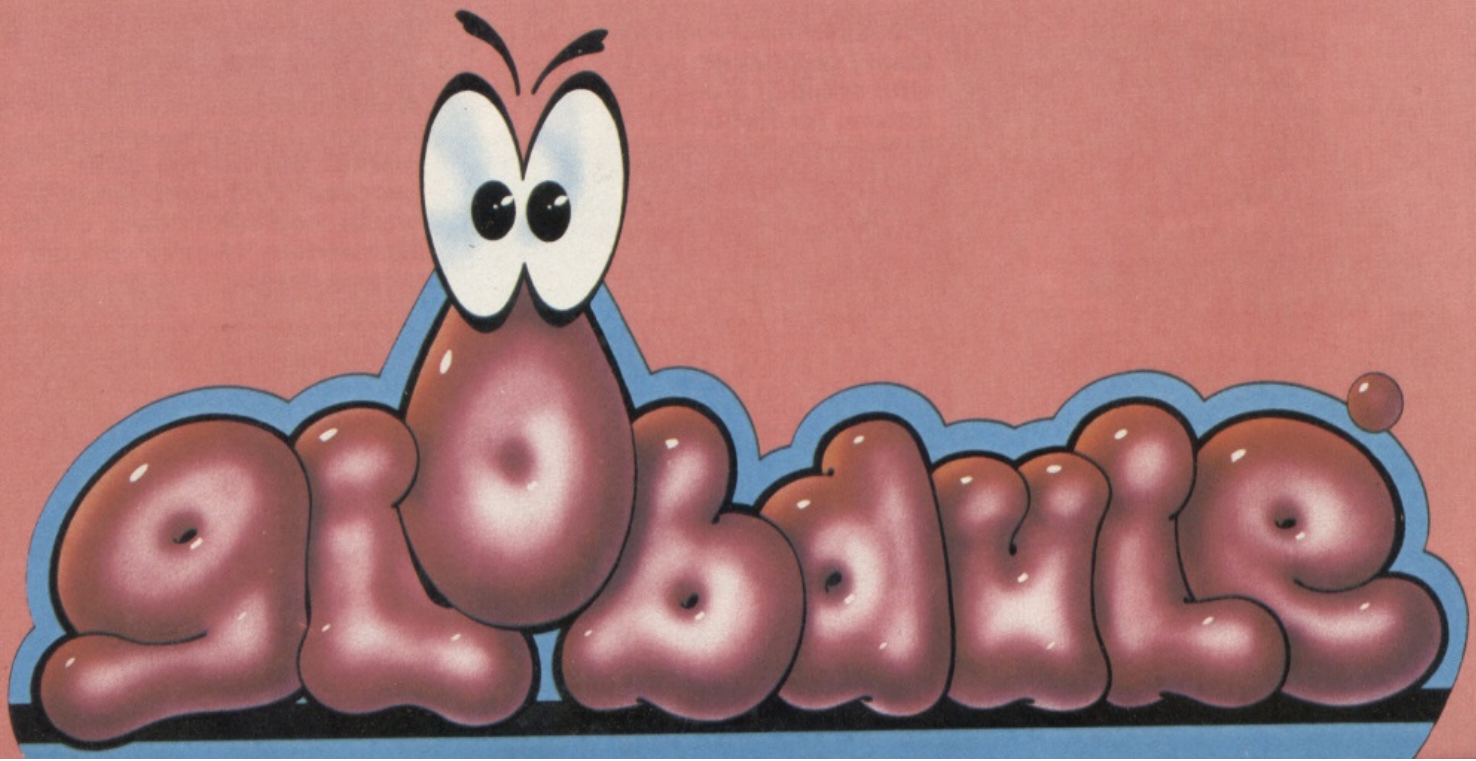
Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Hired Guns take no prisoners, Psygnosis Competitions, Dept.1770, Winterhill, Milton Keynes MK6 1HQ, UK.

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CHRISTMAS 1993

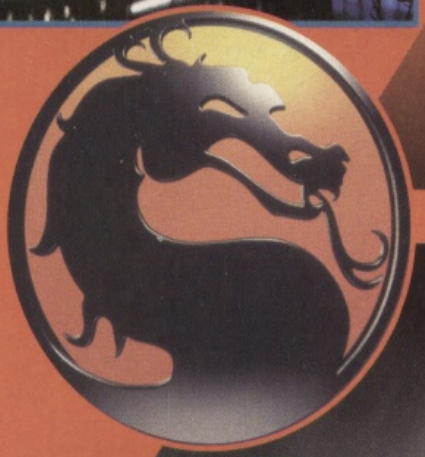


**6 CHRISTMAS GOODIES!**
All the latest news and views on the Amiga Christmas market...

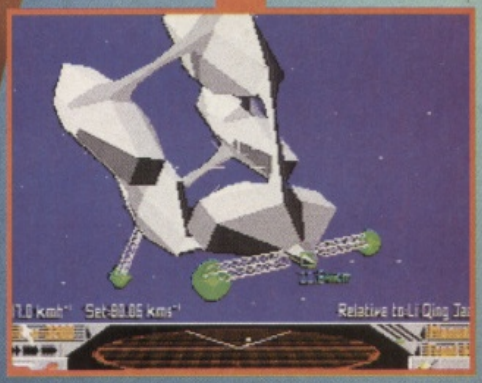


**JUST AROUND THE CORNER** 10
Just what does 1994 hold in store for Amiga owners?

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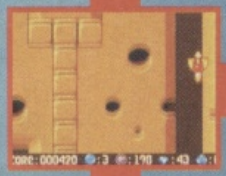

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amiga FORCE

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# Read all about it!

## CD CHRISTMAS ISSUE!

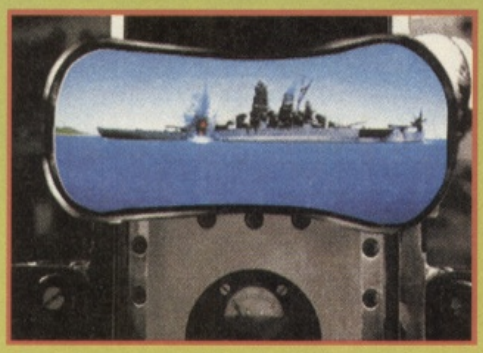
**Welcome, one and all, to the Christmas issue of AMIGA FORCE! This is an issue unlike any other — not only have we crammed in the regulars, the likes of *Uridium 2* and *Dogfight* get the AF review treatment and we've also put together the definitive guide to the CD32!**

**Sure, we've covered much of the technical side before, but now that the games are arriving in droves, we thought this would be an ideal time to give you the lowdown on the latest and forthcoming attractions. There's *Zool*, Gremlin's classic platformer, the latest on *Microcosm* and *Sleepwalker*, a complete guide to the games you can expect in the next few months AND details on the machine itself, its capabilities, prospects and information on the many CDTV games that work with Commodore's 32-bit wonder!**

**As I said, it's not a matter of leaving Amiga computers on the sidelines. The budget side of things is alive and kicking — just look at *Knights of the Sky* to see what I mean! The minions making up the remainder of the AMIGA FORCE team had to drag Ian Osborne away from his machine to get the mag finished in time — he could hardly leave the game alone!**

**Your yuletide gift comes in the shape of a great calendar, so you'll never have reason to miss any AMIGA FORCE issues in the new year.**

**Have a great Christmas and a mad 'n' bad New Year. For all you lucky enough to get a CD32 for Christmas, keep this issue near at hand so you know just what's worth buying out there.**



## SURE PLAYS A MEAN PINBALL...

A two-game compilation featuring the highly-acclaimed pinball- sims, *Pinball Dreams* and *Pinball Fantasies*, is set to be released by 21st Century Entertainment.

With their scope of eight tables, the games have long been regarded as the best computer pinball-outings ever. The intelligently designed tables are packed with features, the ball movement's extremely realistic and the graphics are outstanding.

The earlier game, *Pinball Dreams*, was packaged with many Amigas but if you own neither game the twin-pack's a real barg, even at £34.99.

*Pinball Special Edition* hits the shelves on 11 November — look out for a full review next ish.




## FORCES IN COMBAT...

Empire are to release the sequel to their killer collection *Combat Classics*. Unsurprisingly-titled *Combat Classics 2*, the compilation features former MicroProse games, *Silent Service 2* and *F19 Stealth Fighter*, as well as Empire's highly-acclaimed tank-sim, *Pacific Islands*.

Retailing at a heady £34.99, the pack's a must for strategy fans who have none of the games already.

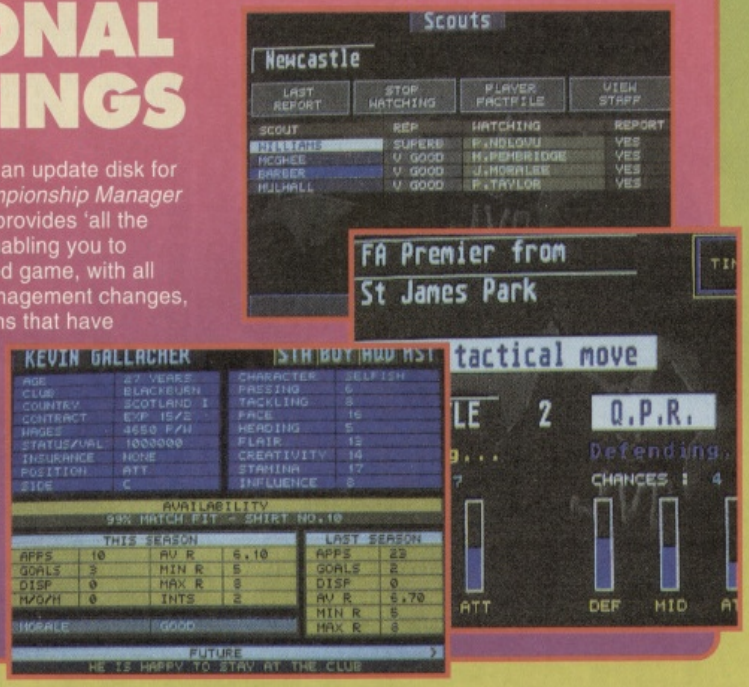
## ON THE LE



# SEASONAL GREETINGS

Domark are to release an update disk for their acclaimed *Championship Manager '94*. Retailing at £9.99, it provides 'all the necessary information' enabling you to update the aforementioned game, with all pre-season transfers, management changes, promotions and relegations that have occurred since the end of last season. For example, 'ol Cloughie's gone and his son's moved to Liverpool, Glen Hoddle's the player-manager of Chelsea and Warhurst's gone to Blackburn. Birmingham City are still crap.

The game should hit the shelves any day now.




# NEWS!

# CREW CUT

Core Design's first CD-32 release is set to be *Skeleton Crew*, a game designed specifically for the machine.

At the time of writing no further details were available, but rest assured we'll bring you an in-depth preview as soon as possible. It's great to see one of the UK's premier software houses developing CD-32-specific games, and if others follow suit the machine should be a big success.

# RAY'S A LAUGH

Spectra Video have unveiled yet another joystick, the £15.99 Delta Ray.

The stick features a 'comfort grip' handle, nine high-quality microswitches, five fire buttons(!), auto and rapid fire functions and an extra long connector cable for more movement (ahem).



# COMMODORE IN A1200 FURORE

Commodore are producing a new A1200 bundle for the Christmas period. The *Desktop Dynamite* pack costs £349, but is bundled with £310 worth of software including games, *Dennis* and *Oscar*, and productivity titles, *Wordsworth V2*, *Print Manager* and *Deluxe Paint 4 AGA*.

*Desktop Dynamite* replaces all A1200 bundles currently available, including the stand-alone model.

# VEL...

HMV Games LEVEL ONE

HMV Games have unveiled what they describe as 'the world's biggest and best-dressed video games department' in Oxford Street, London.

Customers enter the store, called Level One, through a 'light tunnel' opening into a 6000 square foot arena featuring cinema-quality 'surround sound', a video games challenge area and mood-altering lights. HMV describe the project as 'virtual retailing', obviously keen to incorporate the latest buzzword into their publicity material.

The store stocks over 5000 titles, across all computer and console formats.

# CORE-KERS...

Core Design are to launch a new budget label, Corkers, featuring their extensive back catalogue. The games sell for £9.99, though this price point is being kept flexible, allowing package and disk-intensive games to hit the shelves at a higher price.

The first batch of games hitting the shelves this month include the rather cool *Corporation* (shown here), *Chuck Rock*, *Torvak The Warrior* and *Warzone*.



Its always great to see a new Amiga budget label, so good luck to the guys and gals at Core.

# ON YER BIKE!

Craftgold, creators of *Fire & Ice* and *Uridium 2*, are working on a motorcross simulation. Modelled on the Australian 500cc KTM Motorcross, the game's to feature world championships, single races, 3D terrain, user-defined team options and pits with start-up facilities.

Graftgold publishers Renegade are, by way of promotion, sponsoring the leading KTM rider in this year's championship, Great Britain's Jeremy Whately. Their logo is featured on all team bikes and riders in the 125, 250 and 500cc championships. KTM and Jeremy Whately are also providing technical information for the programmers' use.

*KTM Motorcross* hits the shelves in mid-1994.

# News!

## GAMETEK GET SHIRTY

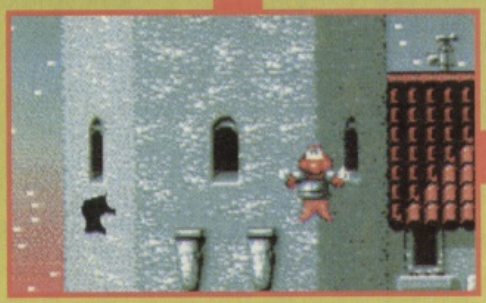



Gametek have produced a limited edition T-shirt promoting this month's rave review, *Frontier — Elite II*.

Featuring the hooped planet and game logo as seen on the box, the shirt looks far more subtle than the garish monstrosities associated with many games.

The T-shirt costs £9.99 plus £1.00 p&p and is available only in extra large. Order forms are given with the game.





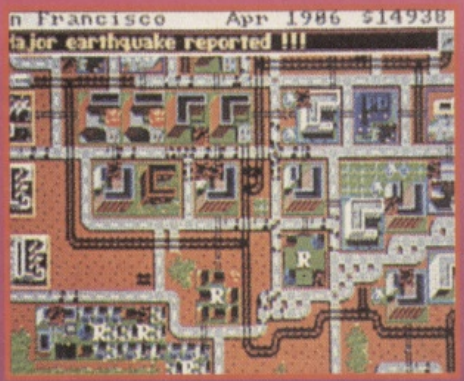
## MOST EXCELLENT!

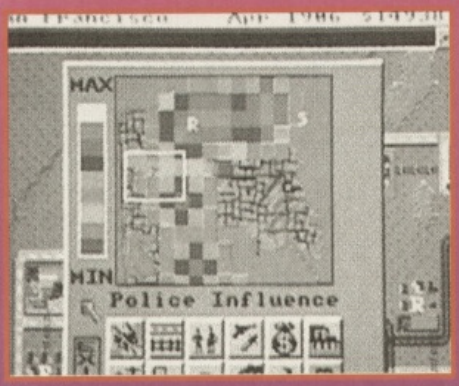
Following the success of their '*The Greatest*' collection, compilation kings Beau Jolly are poised to release a further compendium of best-sellers under the title *'Excellent Games'*.

The games on offer are *Populous 2*, *Archer Maclean's Pool*, *James Pond 2* and *Shuttle*. At £34.99 for four games they're not cheap, but aren't exactly ancient either. A lot of effort's been put into this collection (though not the rather tacky title), with virtually all the games scoring highly at full-price.




## DOUBLE ACT




Infogrames no longer develop for the Amiga (boo!), but they're squeezing every last drop of blood from the market with three twin-game packs.

The *Sim City/Populous* pack has been available for some time now, but is to be re-released with completely revamped packaging. *Sim City* also features alongside *Lemmings* in a separate pack, the third offering being *Tetris/7 Colours*.

The *Sim City* packs especially are quality offerings, but at £29.99 they seem a little overpriced for such old games. Still, if you haven't played any of them, you don't know what you're missing — check out the bargain-bins for the original full-priced copies first, though.

# Top 20!

## ELSPA CHARTS PENNGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

*Space Hulk* storms up the charts, pushing Domark's footy sim into second spot.

| | | |
|---|---|---|
| 1 | **Space Hulk** | Electronic Arts |
| | **Championship Manager '93** | Domark |
| 3 | **Hired Guns** | Psygnosis |
| | **Premier Manager** | Gremlin Graphics |
| 5 | **Project X** | Team 17 |
| | **Syndicate** | Electronic Arts |
| 7 | **Graham Taylor Soccer Challenge** | Buzz |
| | **Sensible Soccer '92 / '93** | Renegade/Mindscape |
| 9 | **Goal!** | Virgin |
| | **Alien Breed: Special Edition '92** | Team 17 |
| 11 | **Dogfight** | Micropose |
| | **Links - The Challenge of Golf** | Kixx |
| 13 | **Combat Air Patrol** | Psygnosis |
| | **F17 Challenge** | Team 17 |
| 15 | **Flashback** | US Gold |
| | **Gunship 2000** | MicroProse |
| 17 | **Overdrive** | Team 17 |
| | **European Champions** | Ocean |
| 19 | **First Division Manager** | CodeMasters |
| | **The Patrician** | Ascon UK |

# NOW ... a soccer simulation that combines realism with fast arcade action!



# EUROPEAN CHAMPIONS

## COMPETE TO BECOME THE PREMIER TEAM IN EUROPE

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* **TACTICS** - Select one of the many, easy set up BUILT-IN-TACTICS options or DESIGN YOUR OWN!
* **INTELLIGENT PASSING** - Choose one of three different modes for pixel-perfect passing.
* **ONE TOUCH FOOTBALL** - Build up moves quickly and fluidly. Anyone can look good, and if you are good you'll PLAY LIKE A GENIUS.
* **SPECTACULAR** - Large, SUPERBLY ANIMATED players look as if they're ready to burst out of your screen!
* **REALISTIC** - Variable wind direction , wind speed and pitch conditions that really INFLUENCE THE GAME-PLAY.
* **ACTION REPLAYS** - Select to replay in either GRANDSTAND or TOP-DOWN mode. Featuring FULL VIDEO CONTROLS (rewind, fast forward, freeze frame, slow motion). You can even change the camera angle during a replay to find out what was happening elsewhere on the pitch!









**AMIGA**

**ATARI ST**

**IBM PC & COMPATIBLES**

ocean

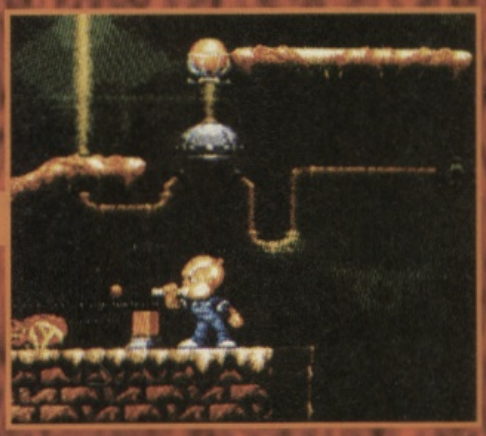
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# Just arou the Corn

**More polished performers on their way — don't be surprised when you read reviews of some of these games in other mags. They aren't yet finished, but this doesn't stop certain cynical reviewers rating them.**





## DENNIS

**Ocean**

Trust Ocean to come up with the goods — whenever there's a film licence up for grabs, an Ocean accountant's always there with a cheque book at the ready.

This one's based on the film which is based on the cartoon which is based on a grubby little tearaway called Dennis! Well why not? Tiny terrors are in fashion now — just ask McCauley Caulkin!

The film bombed in Britain. It gained a small cult following among the kids, but never reached the pinnacles of critical acclaim enjoyed by Home Alone and the ilk — serves 'em right for jumping on the bandwagon, I suppose. The cartoon fared no better, recently losing its slot on Channel 4's The Big Breakfast. Perhaps Chris Evans couldn't tolerate another nauseating fool who looks about eight on the show.

Of course, none of this should cast any doubts on the game. Look at Navy Seals — the film sank like England's hopes of reaching the World Cup finals, but the game did extremely well. There's no reason at all why Dennis shouldn't follow in its footsteps.

No release details are available at the time of writing, but rest assured we'll bring you more news as it's made.

## STARDUST

**Bloodhouse**

We showed you this one a while ago, but it's come on quite a bit since our last preview and now we give you a second glimpse — any excuse to print those gorgeous graphics...

There's not much of a plot to speak of — it's *Asteroids*, basically. However, it's been updated no end — check out those sexy graphics. There are power-ups on offer, end-of-level baddies and a snazzy tunnel section to boot.

Perhaps the best thing about *Stardust* is it only costs £16.99. And did we tell you about those gorgeous graphics?







## MAGIC BOY
### Empire Software

No, *Magic Boy* isn't a dodgy copying device for handheld Nintendos, it's a snazzy cartoon-platformer from Empire.

The Magic Boy of the title's a rather bad wizard's apprentice. Not the brightest of beings, he's always forgetting to do really important things and as a result the mage's monsters have escaped. Luckily, the wizard had gone away when it happened (leaving the boy wonder in charge — makes you wonder about his intelligence, doesn't it?).

Does this sound like a good excuse for a cutesie platformer set against the clock? You bet your magic wand it does...

Set across four separate worlds with unique graphics and monsters, the game contains a total of 96 levels, 32 of which are hidden — that should stop platform prodigies completing it in a week!

Numerous hidden features are on offer, such as special weapons, invincibility potions, hidden blocks, extra lives, extra continues, warps to the next level and bonus points.

For once the programmers include a password system so you can complete the game in bite-sized chunks, though their eight entry points could prove to be spread very thinly across 96 levels.

*Magic Boy* comes to you courtesy of the team behind the award-winning *Pipe Dream*, and should be ready for review fairly soon.













## SCRABBLE
### Supervision

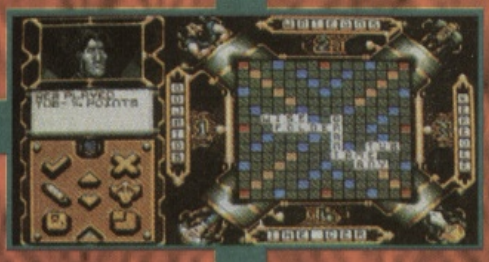
How many of you are getting Scrabble for Christmas this year? Come on, own up... It's not as flashy as the latest supa-dupa-wotsit with loads of flashing lights, but I bet it's a darned sight more fun.

Trouble is, you always need friends to play it with. If you have none, or the only person who wants to play is your smart-arse cousin who always gets 'As' for English and reads dictionaries for pleasure, you won't get much of a game. Until now! Supervision, who are also working on conversions of Monopoly and Cluedo, are to release *Scrabble* for the A1200.

You can choose your opponents from the nine personalities on offer, each of whom has nine levels of strengths and weaknesses. The game follows the standard rules of Scrabble, with the computerised opponents playing (or so it's claimed) intelligently. The in-game dictionary contains 50,000 words, and there's even an on-screen tutorial option.

With such a large dictionary it's unlikely there'll be a 16-bit version, but on the A1200 it should be great. Smiffy might have a few problems, though — all the words he knows are one syllable!





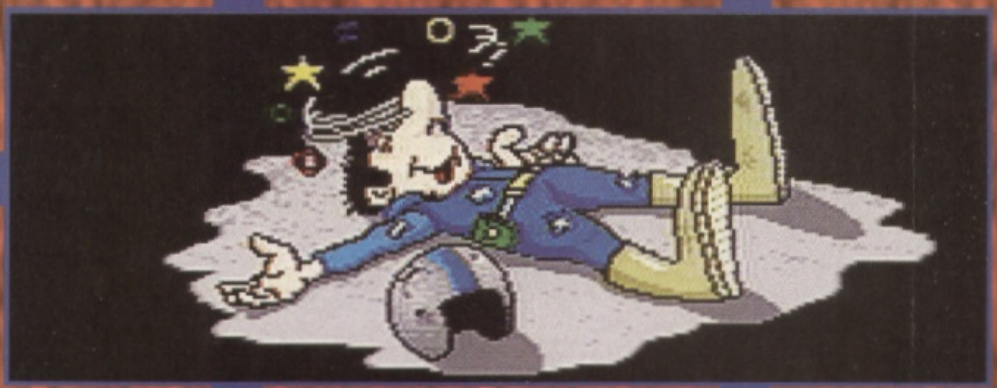


# MEAN ARENAS

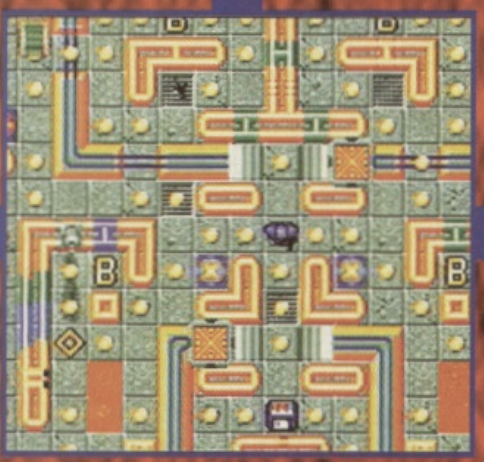


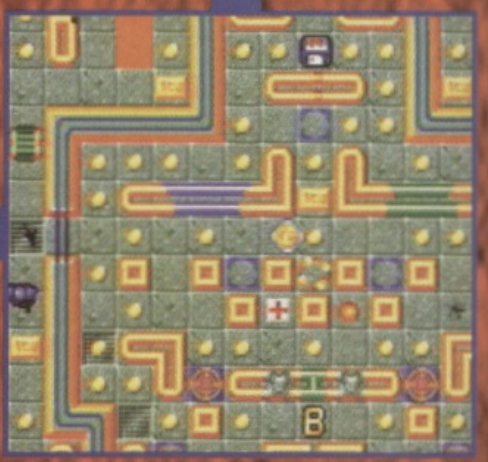












## Ice

ICE's forthcoming attraction, *Mean Arenas*, is not what you expect. The best way to describe it is as a cross between *Pacman* and *Smash TV*, only twice as good and very playable!

As a contestant on *Mean Arenas*, you have to traverse the mazes of the gameshow, collecting the goodies, pocketing bonuses and avoiding the different enemies buzzing around the place. Weapons can be collected to help you through the various stages, but mostly, you have to rely on skill and judgement to make it through intact.

The hosts of the Channel 27 TV show are real characters, providing commentary as you play. 'He took a hit!' roars the tall chap; 'Yes indeed' retorts the ear-waggling fat bloke, in a passable *Mr Bean* imitation. The audience claps when you perform a good move or take out one of the robots, while you audibly join in the 'Oooohs!' when you take a hit.

There are tonnes of levels, each introducing new concepts and obstacles. Transport from one side of the arena to the other, but watch out for any robots waiting in the wings! You also have to deal with arrows fired, sprung when you step on a pressure pad, *Indiana Jones*-style rolling balls and switches changing the position of walls.

The enemies come from the centre of the screen a la *Pacman*, while this also pays homage to the classic gobble-'em-up in the way you need to collect pods every step of the way before the level can be completed.

Levels include the Robo Arena, full of mutated cyborgs and dangerous androids; the Dungeon Zone, which comes complete with medieval tricks and traps; the multi-coloured Rainbow Arena where you face the prospect of riding on a speeding chair-lift and dealing with flame-throwers and lava-pits; and Starship Zone, complete with conveyor belts to throw you off track and mines to blow you off screen!

Although rather minuscule, the birds-eye view graphics are very smooth, detailed and effective. The playable demo we had was one of the major attractions of the month — we're looking forward to getting our mitts on a fully reviewable game in time for the next issue, so be there!




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**SUPER POWERFUL TRAINER MODE -**

NEW now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

- **IMPROVED SPRITE EDITOR**

The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

- **VIRUS DETECTION**

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

**BURST NIBBLER.**

NEW Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

- **SAVE PICTURES AND MUSIC TO DISK**

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

**PAL or NTSC MODES SELECTABLE -**

NEW Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

- **SLOW MOTION MODE**

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

**MANY MORE INSTANT CLI COMMANDS -**

NEW like Rename, Relabel, Copy, etc.

- **RESTART THE PROGRAM**

Simply press a key and the program will continue where you left off.

- **FULL STATUS REPORTING**

At the press of a key you can now view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

- **POWERFUL PICTURE EDITOR**

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

**JOYSTICK HANDLER -**

NEW allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**

With Sound Tracker you can find the complete music in programs , demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**

From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

**IMPROVED RAM EXPANSION SUPPORT.**

NEW Now many more external Ram Expansions will work with all Action Replay III commands.

- **DISKCODER**

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

**SET MAP -**

NEW allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

- **DISK MONITOR**

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

**IMPROVED PRINTER SUPPORT -**

NEW including compressed/small character command.

- **DOS COMMANDS**

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

**FILE REQUESTOR -**

NEW if you enter a command without a filename, then a file requestor is displayed.

- **DISK COPY**

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

**PLUS IMPROVED DEBUGGER COMMANDS -**

NEW including Mem Watch Points and Trace.

- **BOOT SELECTOR**

Either DFø or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

### PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

**EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-**

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custon Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
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Letters!

# FORCE nine mail

**If you've something interesting to say on life, the Amiga and the like, slap it down on a piece of paper and send it to FORCE NINE MAIL! Every letter printed wins our undying gratitude. Chris has taken a break from the letters this month after suffering a low blow while playing football. Serves him right for exercising, if you ask us. Anyway, the office comedian (or should that be joke?), Ian Osborne, has stepped into Chris' size nines — normal service will resume next month!**

## Adventure Antics

Dear Chris
First of all, thanks for putting together the best Amiga mag on the market. However, I have an idea to make it even better! I notice that you don't have an adventure helpline page. Okay, you do put hints and even full solutions in 'playing tips', but this leaves little room for the game tips.

I think that this would be a very good addition to an already super magazine. I hope you do too!
**Paul Walker, Warrington, Cheshire**

■ Although we like to put as many solutions and game tips in each mag as possible, introducing a new section, forsaking other popular games in the process, may not be too popular with everyone else! However, the jury this side is still out on the idea, so it's over to you, readers — enough interest and we'll consider just how to implement the idea of an adventure-only tips section!
**Ian**

## Sign of the Times

Dear Phil
Could you please sign and return this postcard?
**Stuart Winchester, Upper Killay, Swansea**

■ Phil's gone and our new Ed has taken a knock during a rather volatile footy match — will I do?
**Ian**

## Platform Programmer

Dear AF
In August I got an Amiga 500, and I want to program a platform game. Where do I start?
**Phillip Connoly, Stretford, Manchester**

■ I can't think of any platform equivalent of *SEUCK*, so you'll have to learn to program. Europress Software's *AMOS* is an excellent version of BASIC; you could do worse than start here. Alternatively, get yourself a good book on assembly language and good luck — you'll need it!
**Ian**

## CD Spoilers

Dear AF
Are there any plans for *Monkey Island 3* on the Amiga? What's LucasArts' next Amiga adventure to be?

Until now you've been comparing the CD32 to the Mega CD. Sega have also got a 32-bit machine in the offing — the Sega Saturn will be ready for 1995. Also, Nintendo are planning a 64-bit machine called the Ultimate Games Machine, and by golly I bet it's gonna be a cracker! What are Commodore's plans for after these two beasts have been released?
**Jody Lancaster, Doncaster, S. Yorks**

■ There are no plans to release *Monkey Island 3* on the Amiga, but there's a whole batch of earlier adventures now being released on budget. Check out LucasArts' ageing classic *Loom* on Kixx XL— it's a little easy and the graphics aren't as good as those of more modern offerings, but the storyline blows you away.

Sega said a 32-bit CD-based console selling for under £300 would be impossible for at least two years, so it shows how much they know. Also, did you notice that reports of these unfeasibly brilliant machines only came out when the CD32 started hogging the headlines? Could they be spoilers, put out to make people wait and see what's around the corner instead of buying Commodore's newie?

If we all waited to see what the next machine's like we'd still use ZX81s 'cos no one would have bought, or developed for, the Spectrum. It's always wise to be cautious when splashing out hard-earned dosh, but let's not take it to extremes — Commodore have a potential blockbuster in the CD32.
**Ian**

## Late and Irate

Dear AF
Why were you so far behind with your review of *Combat Air Patrol*? The other Amiga magazines reviewed it over six months ago, but you didn't get it 'till your November issue! This isn't the only time you've been caught napping either — get your act together, AF!
**Andy Banner, Romford, Essex**

■ Regarding *Combat Air Patrol*, when did you first see it in the shops? We weren't late at all with our review — in fact, we were the first magazine to review the FINISHED version! Our pre-production copy was sent to us on the day Psygnosis got it back from their duplicators, and as this was right on our deadline I'm sure you must agree that we were actually very early.

We NEVER review unfinished games. It's impossible to rate and evaluate software that's still in development as it forces magazines to overlook potential flaws that may (or may not!) be corrected during playtesting. I realise many mags raved about this game long before their long-suffering readers could get their hands on it, but doesn't this make you wonder how much of it they actually saw? To add insult to injury, at least one of the major offenders actually has the cheek to claim *they* don't review unfinished games either!

Make no mistake, AMIGA FORCE will *never* resort to such gutter tactics to gain an exclusive. When buying an expensive piece of software you want clear buying recommendations, not educated guesses — far better to wait for our assessment than take a risk on some of our competitors'.
**Ian**

## Seedy Dealings

Dear AF
I have enclosed part of the application form for the CDTV-CD32 User Group. As you can see they offer 'A monthly newsletter, software reviews, news, swapping service and the hire of CDTV/CD32 titles all for only £4.99 a year'.

After sending the £4.99 to the user group (run by G. Ogden), on the understanding that I could now hire CDs, I was informed through the newsletter that this service costs a further £20!

I have, of course , written asking for my money back. Other readers take note!
**M Hillerby, Newton Aycliffe, County Durham**

■ Hmm... if the group are deliberately hiding charges or misrepresenting their services, they could be sailing very close to the wind. If you're considering joining the club, make sure you're aware of the exact charges before parting with money.
**Ian**

# Gamer's Hell

Dear AF
In your opinion, what's the worst Amiga game ever? My vote goes to *Super Space Invaders*, as it's boring, dated and not worth anything like £25. There are loads of *Space Invaders* clones in PD, so why fork out for this effort?
**Phil 'Hate-'Em-Up' Andrews, Barnstaple, Devon**

■ *Super Space Invaders* was certainly overpriced before, but it's not bad now it's on budget. Besides, is it really that bad a game in its own right? We don't think so — it got 76% in Issue Eleven.

As for the worst ever game, let's ask the team…

**IAN** — *4th & Inches*, definitely. A sports-sim with only two teams is obviously a non-starter, even without the dodgy sprites, warped pitch and impossible controls. Scoring a less-than-impressive 9% as a budget release, my personal mark would be 2%.

**MARK** — The biggest pile of poo I've come across has to be *Huckleberry Hound*. With a lack of tie-in, completely turgid gameplay and little in the way of design, this doesn't even warrant a budget release.

**CHRIS** — *Napoleonics* for me. I've never loved wargames anyway, but this crappy collection is so badly programmed it's almost unplayable. Bad graphics, ridiculous interface, hideous waiting times… has this got anything going for it?

So there you go — of course in the early days of the Amiga there were plenty of bad games, but as these are largely forgotten we've concentrated on recent rubbish.
**Ian**

# Life, The Universe and (almost) Everything...

Dear Folkies
What's the meaning of life? If it were the Sixties I'd probably answer 'sex, drugs and rock 'n' roll', but it's the Nineties now, so it's 'Amiga, joystick and games' to me. Or better still, 'Amiga, joystick and games, games, GAMES!'

Right? Right! So why do software houses make my life a misery by making their games so bloody difficult and giving them a price tag that's extremely dangerous to your health? What's the point of spending 8,000 drachmas (about £30) on *Project X* if you can't get past the first stage? What's the point designing brilliant graphics like those in the *Dragon's Lair* series when no-one is going to see anything beyond the first screen? I for one don't want to suffer a nervous breakdown every time I play the game. Why should I risk my health playing something that costs me two weeks' pocket money? Aaargh, I'm going to bite my mouse! Software big heads, please take note — be sensible. We're not psychopaths or masochists.
**Themis Broutzos, Athens, Greece**

■ You can get a £30 game by saving two weeks' pocket money? Your dad must be a millionaire!

Seriously, setting the right difficulty level in a game is always a tricky thing — too easy and it's no challenge, too hard and you never get off the first level. You're right about *Project X* as well — the original version was nigh-on impossible, though they reduced the difficulty level for the budget release.

As for the meaning of life, as Douglas Adams fans everywhere well know, it's 42!
**Ian**

# Dynamic Decisions...

Dear A-FORCE
I'm 13 years of age and it's my birthday soon. Hopefully I'm getting a new computer — I already have an A500+. Should I buy an A1200 or wait for the CD32 console?

I also want a really great flight-sim that's compatible with the A1200. Which should I buy?

After two years on the A500+ I've got a bit bored with the graphics. Everyone I know has an A1200 and the graphics are amazing.

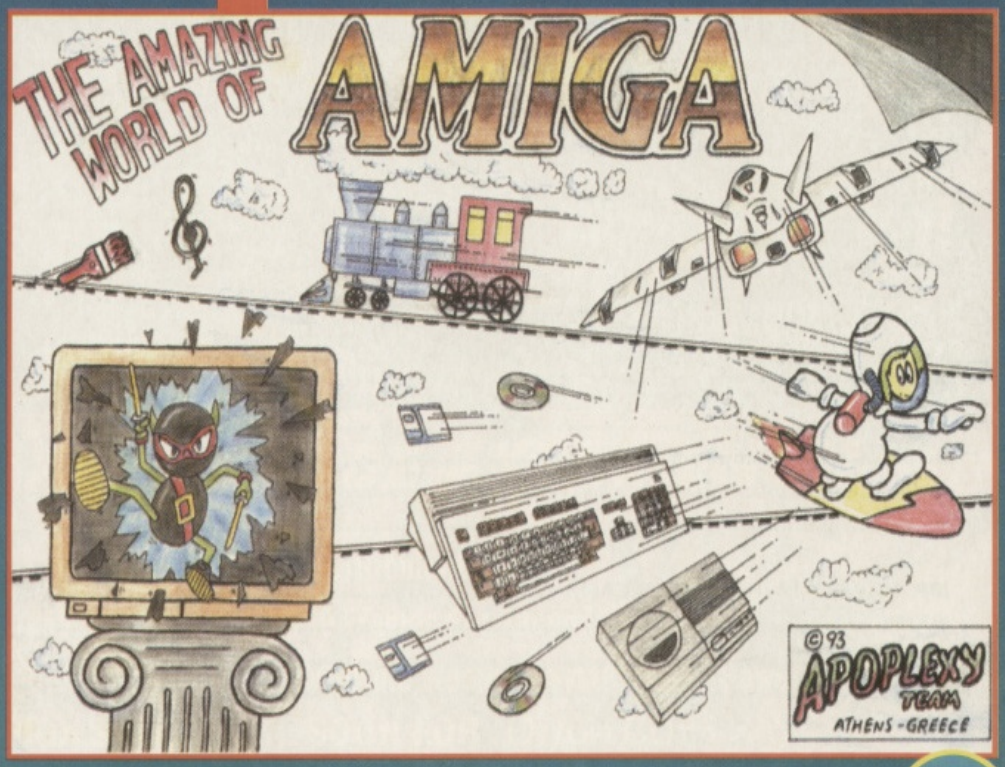
If you don't print this letter… (snip! — Ed).

■ WE decide what we print bud, there's no use threatening us!

If you're into flight-sims there's no point buying a CD32 yet. It has no keyboard and (at the time of writing) no dedicated flight-sims. If I were you, I'd splash out on an A1200 and wait for the promised CD add-on to materialise — that way you can still play your A500+ games (if any are incompatible, ask your fave PD library about Relokick).

The best available flight-sim is (without a doubt) *Gunship 2000* from MicroProse. Our fave flier based on fixed-wing aircraft is *Knights Of The Sky* (Kixx XL), reviewed this very ish, though if it's high-speed jets you're after, check out *F19 Stealth Fighter*, also on Kixx XL.
**Ian**

**That man Themis Broutzos from Greece not only sent us a cool letter, he also produced this rather spiffing Amiga piccy. Good, eh?**




Letters!

# Nothing New Under the Sun...

Dear AMIGA FORCE
After losing interest in computers due to so many crap titles hitting the shelves, I'm having another crack at it to see if any originality has crept in. It seems the software companies need a kick-start to help them produce games that are actually worth playing.

My heart goes out to those who remember the classics such as *Infiltrator, Dan Dare, Green Beret, The Eidolon, Beyond The Forbidden Forest, Falcon Patrol, Dropzone* and *Trailblazer* to name but a few. That was the standard set by C64 games, and look what it's dropped to!

Come on software houses, get your priorities right. Stop wasting money on big name licenses and try to do something different! Here's looking forward to *Frontier — Elite II*...
**Darren Lowes, Hastings Hill, Sunderland**

■ Generally speaking we agree with you, but the old C64 scene wasn't an endless stream of unbridled originality — indeed, for all their quality some of the games you mentioned are licenses and/or unoriginal!

Regarding bad licenses, the answer is in our hands. Why should software houses do anything original if people buy crap games on the strength of their licenses? Ocean's *WWF*, for example, was rightly slated in the Amiga magazines yet it still hit the Number One spot. Remember, if we don't buy 'em, they won't make 'em…

The most original games in the last few years were *Populous* and *Lemmings*, and they were both great — come on guys, let's have more of that!
**Ian**

# Do Not Pass Go...

Dear AF
Why oh why oh why *(don't start that, you sound like 'Points Of View' — Ed)* don't software companies put level codes in their games? I have several games on my shelf which I know I'll never complete because I'm as bored as hell with the first few levels, and don't want to play the game for two to three hours before seeing anything new.

The arguments against level codes are pretty predictable. 'It would be finished too quickly' screams the software company. Who's to say what's 'too quickly' anyway? This is a sure sign there's very little to the game. If they're worried about the gamester leaving a level before he's seen everything it has to offer (fair point), why not put the code for the second level at the beginning of the third, the third level code before the fourth, etc? Even after you've completed Level One you'd still have to play it, offering plenty of opportunity to explore it, but as soon as you finish Level Two (by which time the first is becoming boring) you get a code. Now you can fully explore Level Two while working towards Level Three.

The other argument against codes is that they're printed in magazines soon after the game hits the shelves. I don't agree with this attitude — no-one forces the purchaser to use them, and after all it's his money. Also, what's wrong with giving a game its own individual set of self-generated codes (*Gods*), or producing, say, a dozen different sets to make printing them impractical (*Bill's Tomato Game*)?

There's nothing worse than ploughing your way through the same old levels time and again. Many gamers don't have the time to sit in front of their computer for the time it takes to complete a game from scratch, so, software houses, the lack of level codes prevents them seeing a portion of your latest masterpiece.
**Robert Shaw, Truro, Cornwall**

■ Couldn't agree more Rob — what do other readers think?
**Ian**




# Shining Wit

Dear Folks
I went to Newton Abbot once. It was closed.
**Fred James, Exmouth, Devon**

■ If brains were dominoes, you'd be a double blank!
**Ian**

# Poor Sucker

Dear Folks
What sort of joysticks do the readers prefer? I use a Konix Speedking for just about everything, but for flight-sims you need a pistol-grip ergonomic flight handle model with four strong suckers on the bottom.

Which brings me to my main point — how do you get the bloomin' things to stay down? Mine comes free at the slightest tug *(ooh, painful — Ed)*, and refuses to grip the desk whatever I try. Any tips would be greatly appreciated.
**Joy Pilot, Erdington, Birmingham**

■ Try sticking a piece of self-adhesive vinyl floor covering onto your desktop — you can get it from any DIY shop. Your suckers should find this much easier to get to grips with.
**Ian**

**Well that's it for this month — keep your letters, anecdotes, artwork and stale cheese rolls coming in. You never know, you too could have your merry missives printed in the world-famous FORCE NINE MAIL!**
**For those of you who've been asking why the letter's page is called FORCE NINE MAIL, it's a parody of Force Nine GAIL, the wind-speed of a hurricane — just thought I'd tell you that...**




1. Sensible Soccer
2. Championship Manager '93
3. Formula One Grand Prix
4. Syndicate
5. Lemmings 2

# AMIGA FORCE Readers' Chart!

Finally up and running, the Readers' Chart is fast becoming one of the most popular items in the magazine (well, most of the mail concerns it anyway). After last month's fun trying to tot up all of the scores, we invested in a brand new calculator, logarithms and all. Does anybody know, or care, just what all of those silly buttons on the top of these scientific jobbies do? It's difficult enough finding the ON button these days with all that clutter, yet we reckon that it's all there just for show — they don't really have any use at all but to make students and accountants look good (God knows, they need something).

Anyway, enough small talk — if you want to cast your vote, fill in the coupon below and send it to READERS' CHART, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Once again, *Sensible Soccer* scored with the voters, claiming that prestigious number one position, but *Championship Manager* and *F1* are slowly catching up! *Syndicate* bursts in at number four, proving that our readers are more than just sport fanatics, while the evergreen *Lemmings 2* hangs on in there at number five. My name's Bruno Brookes — good night.

**The most important games in my life right now are:**

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2. .....
3. .....
4. .....
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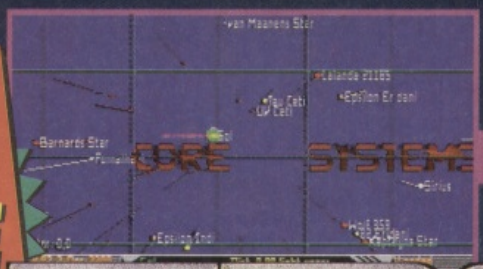
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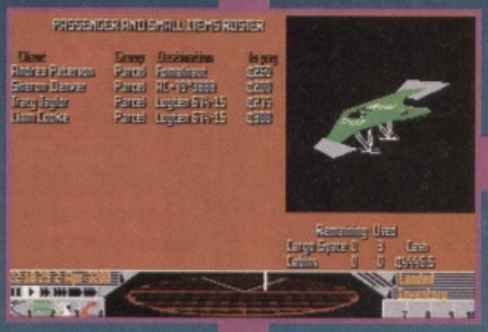


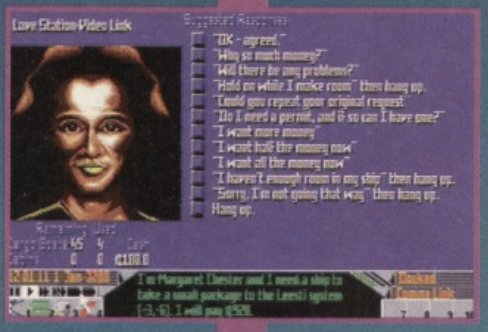




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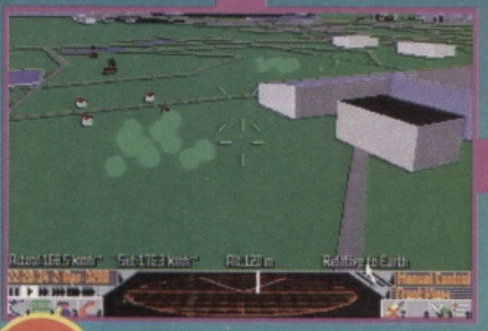







**Tip time!**

During combat, target the enemy by clicking on the ship then switch on the targeting-tunnel from the preference menu. This makes the ship much easier to track and hit.



## Gametek, £29.99

Back in the days of tape-decks and double-figure Ram, *Elite* stood out from the dross (even the so-called classics) as a game way ahead of its time. It was a hit on every 8-bit machine around, even being ported over to the Amiga some years after its original release. A sequel had to be forthcoming, although it's been five years since the project was first announced — has the wait really been worth it?

In a nutshell, it most definitely has. *Frontier* doesn't just pick up from where the last game left off, it adds thousands of planets, new systems, far more in the way of gameplay experiences, and offers a game superseding all others of the genre.

### Beyond and back again...

While our expectations of *Frontier* were pretty darn high, we didn't really expect it to be so gob-smackingly good! First off, the graphics — the depth, rotation, speed and detail are all stunning. You can land on planets and even see the detail on the signs and boarders on the various buildings. Such intricate detail on such a vast strategy/sim game is almost unprecedented.

The trading concept behind the original *Elite* remains, although, once again, *Frontier* expands upon and updates these ideas. Each of the many solar systems has its own imports and exports (both major and minor) allowing you to trade wherever there's profit to be made.

> "The spec of Frontier's mind-boggling"

On top of that, when you land on a space station or planet, you can check out the bulletin-board detailing jobs and tasks on offer. These range from delivering parcels on certain systems or planets to assassination deals. You can also join up with the Federation or the Empire, carrying out specific tasks within a timescale to earn yourself a whole load of credits.

### Braben Strikes Back

The scope and depth of *Frontier* are where the addiction lies. No longer are you limited to just one ship — there's a wealth of new babies on offer, as well as new fittings and cargo. It's important to emphasise the freedom this allows — you could go through your entire existence simply trading between two stations, even in the same station as the prices fluctuate on the stockmarket.

However, for those slightly more adventurous, you can venture into mercenary worlds, transporting illegal goods and carrying some pretty dodgy characters. You even get the chance to employ crew, although you need a slightly bigger ship than the one you start with.

The spec of *Frontier*'s mind-boggling. Planets are formed as you play, with something silly like 100,000,000,000 actually there. It's pretty unlikely you ever visit all of them, and, anyway, not all contain space stations or are habitable. There are 82 basic missions in the game; again, experiencing yet alone completing them is pretty unlikely.

Remember, they aren't there to form the game, just to complement it. Your main aim in life's to make money, lots of it, so you can buy better equipment, high-tech craft and improved weaponry. Making a few enemies along the way's part and parcel of the trade, I'm afraid.

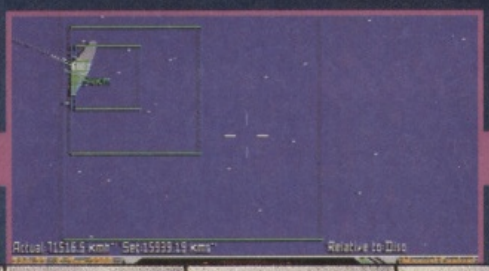
Generally, the control system has been tidied up, so it's easy to hyperspace from one system to the next, as well as track down appropriate planets and stations. It can be a bit fiddly to begin with, but a little practice means you move around the different worlds almost at will.

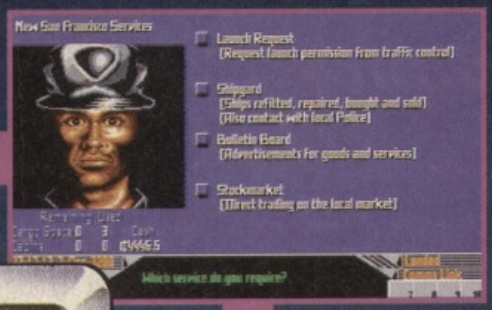
There's the odd flaw, though. I wasn't particularly enamoured with the combat, not at first anyway, since your craft's seriously under-powered and alien ships are far more intelligent. It's not so bad once you've upgraded weaponry, but, if you start out and find yourself in a battle, your missile had better connect otherwise you're in deep, deep trouble. At least you can throw out the odd distress signal in case a friendly soul's passing...

With so many icons and commands to pick up, *Frontier* undoubtedly takes a lot of playing before you're even adept at controlling your ship. That's not a complaint, though; you can be assured this represents amazing value for money because it's sure to have you hooked from the second the title appears on screen.

*Frontier* 's an essential buy; miss it, and you're not only missing out on a piece of history, but also one of the best games ever devised.

Mark!






# ELITE II

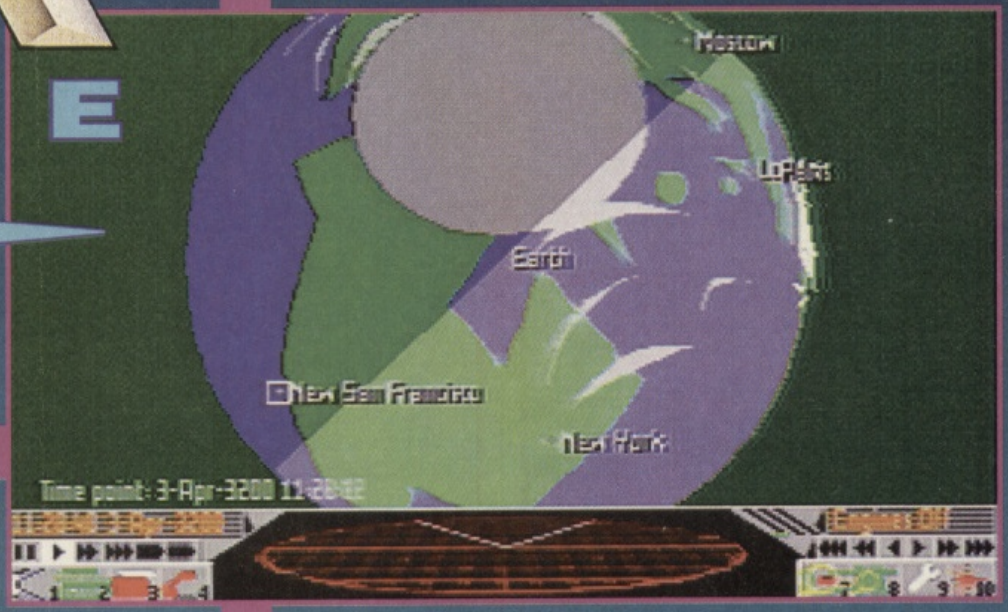


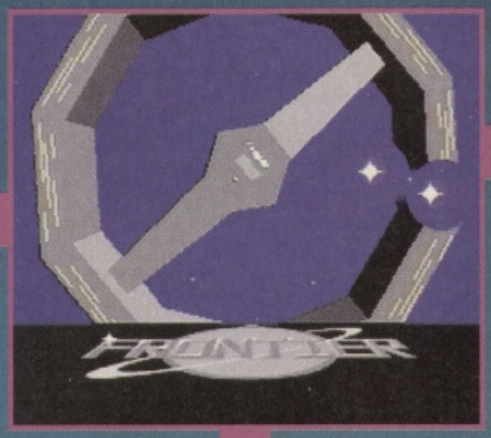
## Rave review!

**Ian!** Wow! This is one stunning game. You need to take a deep breath before even beginning to comprehend the sheer playability on offer.

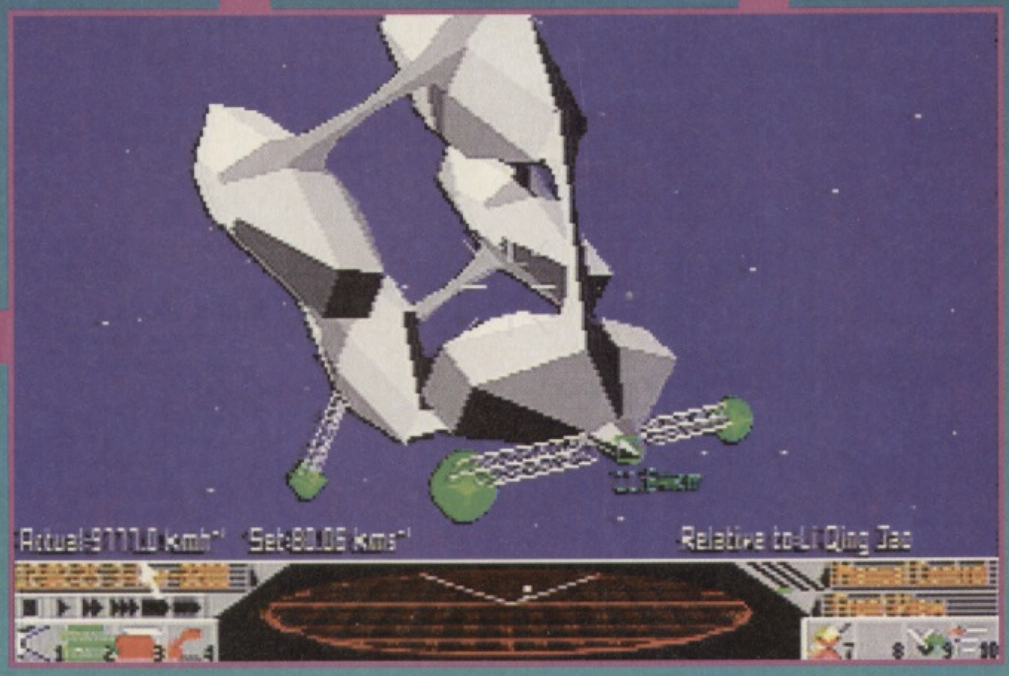
This is definitely one of those games taking a lot of getting used to, but boy is it worth it! As Mark said, there's so much to get your teeth into you'll be playing this for months without even beginning to scratch the surface. With thousands of planets to visit, deals to be struck and, most importantly, money to be made, time just seems to fly by.

*Frontier* takes the concept created by *Elite* to awe-inspiring levels of excellence. This won't become a classic, it's one already! Well worth the wait. I expected a great game, but nothing of this magnitude. Buy it!




***Frontier*** **even gives the chance to visit our own solar system.**




## amiga FORCE Rating!



- DEVELOPERS: DAVID BRABEN
- DISKS: 2
- PLAYERS: 1
- GENRE: SIM/STRATEGY
- 1200 COMPAT: YES
- HD INSTALL: YES

**Absolutely stunning. The play, lastability and atmosphere are second to none.**

**96**

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# CD32 Xmas special!

Feature! cd!





















## THE AMIGA FORCE GUIDE TO THE AMIGA CD32!



Feature!

Cd!

# CD32

**The computer industry's littered with so-called 'wonder machines' quickly consigned to the silicone dustbin. Will the CD32 go the same way as the Jupiter Ace, Konix Multi-System, Sinclair QL and Commodore's own CDTV? Despite teething troubles, IAN 'THE OPTIMIST' OSBORNE says NO!**




Despite producing some of the most popular home computers of all time, including the current market leader (the Amiga of course), Commodore have been guilty of appalling marketing gaffes over the years.

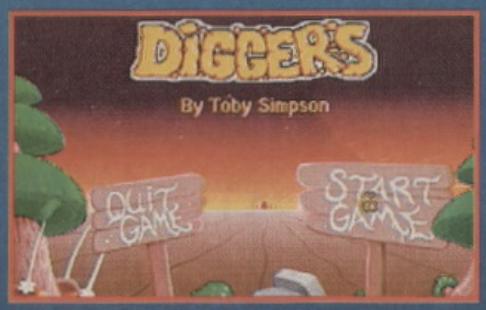
For example, the first Amiga (the A1000) was horrendously overpriced and initially marketed as a business-only machine. Their lower-end, 16-bit versions suffered rapid price-drops leaving those who paid the higher price cheesed off. Also, potential purchasers were reluctant to part with their money for fear of another price-crash. Who could forget the infamous A500+ episode when the new machine was superseded by the A600 within months?

The CD32 has also suffered unnecessary hiccups. Even so, its sheer quality and Commodore's foresight in designing a very expandable machine will win through in the end.

## Early Offerings

Commodore's previous CD-based outing, the CDTV, can hardly be considered a success. Inevitably, comparisons will be drawn between it and the new machine. Based on the A600's 16-bit architecture, the CDTV was sold as a stand-alone console and later as an add-on for the A500/500+, and the A570 (the A600 lacked the necessary through-port).

Unfortunately, its ridiculously high price-point (initially £600) put off all but the very keen or very rich. Its low user-base in turn made software companies reluctant to invest in development, making the machine even less attractive to potential purchasers.




Not so the CD32 — £299 isn't exactly small change, but it's pretty good for a 32-bit console on the white-hot cutting edge of technology. Compare this with Sega's Mega-CD system which sets you back £270 for a 16-bit machine with only 128K of on-board RAM (the CD32 has 2Mb), and has to be connected to a Mega Drive costing at least another £100! Hardly a rip-off, is it? The industry's reaction to the new machine is extremely positive too, with most major developers planning CD32 releases.

Another reason for the CDTV's failure was the strange marketing policy adopted by Commodore. Independent computer stores were all but prevented from selling it at all, Commodore arguing that the indies were located in back streets above chip shops and populated by spotty kids in anoraks. No wonder current head of sales, David Pleasance, commented that Commodore hired some 'very talented, sales-avoidance experts' in the past! Hopefully, they learn from these blatant blunders and market the CD32 without alienating ANY potential customers or retailers.

A very positive thing to come out of the CDTV episode (apart from the CD32-compatible titles — see pages 31-34 for details) is the experience gained from this early foray into CD technology, enabling them to produce a marvellous machine in record time with very few teething troubles and hold-ups.




## It's A Funny Old Game...

When the Mega Drive was launched in the UK, Sega spent a small fortune developing *Sonic The Hedgehog* alongside the machine. Likewise, Nintendo's SNES was bundled with *Super Mario World* a huge game which (like *Sonic*) cost a phenomenal amount to produce. Their investments paid off, however.

It's far easier to hype a game or a character than just a machine, and refusing to license their conversion to other formats meant — unless you bought a SNES or a Mega Drive — you couldn't play Mario or Sonic, respectively. And buy it they did!

Unfortunately, Commodore have failed to develop a game alongside the machine and they also kept many major developers in the dark until six months before the CD32 hit the streets. Keeping the machine under wraps until the champagne-showered launch was an inspired move, preventing gossip and idle speculation watering down its impact, but it did mean that few games were in existence at the time of launch.

So what does the CD32 bundle actually contain? Apart from the console itself (obviously) there are two games on offer — *Diggers* from Millennium and Flair Software's *Oscar*.

*Diggers* (reviewed in Issue ten, 87%) is a *Lemmings*-inspired collect-'em-up where you



# Can it Last?




control a team of miners in search of gems. The Amiga-owning community are split straight down the middle on this one — many (myself included) find it no fun at all, but it does have its fans. Less open to debate is that it doesn't show off the machine to its full capacity, its tiny sprites having little need (or potential) for flashy graphics and animation. In itself this is no bad thing, but it makes the game an odd choice for the CD32 bundle.

The other packaged game (*Oscar*) stole the show at the launch party, its cutesie, cartoony graphics and *Trolls*-inspired gameplay showing much promise. However, the enhanced CD-specific-version wasn't ready in time to package with the machine — early bundles contain the standard A1200 game with only seven levels (the CD32 version has nine) and no midi sound. At the time of writing, no upgrade service is planned.

Finally, being produced by independent third parties, neither of the games are unique to the CD32. Restricting a release to a specific machine might sound like a cynical marketing tactic, but if the game's good enough, it works — again ask Sega and Nintendo.




It's not all doom and gloom on the games front — far from it. Commodore's realistic licensing policy has ensured the major developers are more than willing to produce CD32 games, but a bundled blinder would do much to help the machine through those difficult first few months.

## A Growing Market...

The CD32's initial lack of a floppy drive, keyboard and mouse might also encourage a 'wait and see' attitude. Commodore are currently addressing this situation, planning the imminent release of an expansion set enabling the CD32 to function as a straightforward A1200, and also a CD add-on for the A1200 itself.

Keyboards are essential for flight-sims which usually delegate many of the plane's functions to the keys. Virtually all adventure and strategy games are mouse-driven, and all three genres would benefit from a floppy for saved game positions.

The CD32 already has the capacity to hold a saved game using non-volatile RAM (a sort of battery back-up system that doesn't need a battery), but the 1K of memory given over to this is hopelessly inadequate for complex creations.



Fans of the more cerebral games could become the machine's most ardent supporters. How many potentially great RPGs, for example, have been ruined by endless disk-accessing and swapping? As a CD can hold 600Mb of data compared to a floppy's 800K, this could soon be a thing of the past. Can you imagine a flight-sim utilising the




machine's fast Motorola 68020 processor, 256,000 on-screen colours and 14MHz running speed? Unlike its cartridge-based competitors, the CD32 is ideal for more complicated games.

Commodore can't be blamed for not releasing the add-ons at the same time as the machine — it just wouldn't be practical, and their commitment to supporting the machine through additional hardware releases is to be commended.

Far less praiseworthy, however, is the console's cheap-and-nasty appearance. Despite being over five times as powerful as its Japanese rival, the CD32's nowhere near as aesthetically pleasing as the Mega-CD.




Compared to Sega's front-loader, the CD32's top-mounted hatch feels tacky and cumbersome, and you can actually lift the lid while the CD's spinning. The volume control looks as if it'll fall of within a week (don't worry, it won't — it's far stronger than it looks), and the joypads are incredibly ugly and awkward to use.

Not that any of this should put you off buying one — it's a quality machine and the market will soon be awash with alternative controllers anyway, but it's a pity it doesn't look as good as it performs.

## On The Up...

Like most Commodore products, the CD32 has come in for more than its fair share of derision in the computer press. No-one's denying the CD32's technical qualifications, but the big question mark is over Commodore's ability to market it successfully.

For once, though, they seem to be on the right track.The launch party was spectacular, creating a real buzz in the computer industry and, keeping the machine under wraps beforehand, increased its impact dramatically. Not developing a monster game side by side with the console was a mistake. But Commodore's policy of encouraging third party manufacturers to produce add-ons, and a software licensing policy that's far less restrictive than Sega or Nintendo's, mean that people actually WANT to produce for the machine rather than wait around to see what happens. And who can blame them?

As well as the phenomenal benefits for the end-user, CD storage all-but prevents commercial piracy, giving the company a greater degree of market penetration — virus hassles would be a thing of the past. When the A1200 expansions are released, adventure and strategy games will be revolutionised, with platform and blast-'em-up fans feeling the benefits even sooner.

Making it as expandable as possible is an inspired move, too. The forthcoming Full Motion Video cart opens all sorts of doors, however you can already use it as an ordinary CD player — it's three machines in one.




Commodore have produced a brilliant machine. If the marketing push is as successful, the CD32 could well prove to be THE big thing in 1994, and with 25,000 sales in the first three weeks and a £7 million advertising campaign in the offing, the future looks very rosy indeed.

# Public Domain! Cd!

# Devious discs!

**There's more to the CD32 than playing commercial games. Encyclopaedias, full motion video and interactive movies are just around the corner, but AMIGA FORCE gets the lowdown on a couple of projects available today!**

## DK KARAOKE (Disk 15)

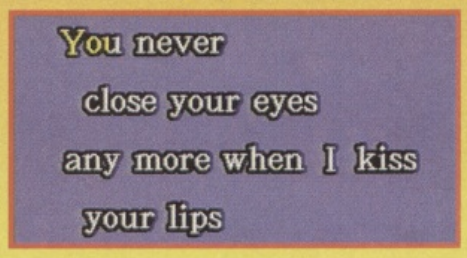
**■ Music Machine Marketing, £19.99**

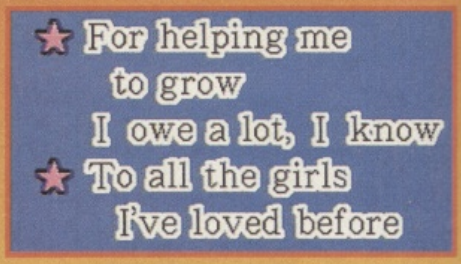
We told you there's more to the CD32 than just games! This, the latest in a long line of Karaoke disks, could have every bar-room pop star wannabe warbling away 'till the wee small hours.

There are 18 tracks on offer, and they're intelligently selected to ensure that most are familiar to the average Karaoke fan — obscure Scandinavian grunge bands with only one single (available only on import) are avoided. The interface is extremely easy to use, and you can program in a sequence of as many tracks as you like.

### Sing, Sing A Song...

In true Karaoke-style, lyrics are displayed a few lines at a time in sequence with the track, their large white border turning yellow to keep even the most drunk enthusiast in time. Before each ditty there's a credits screen, after it a natty, little incidental graphic.




It's difficult to rate a disk like this. It offers no surprises, but you're getting a quality product — I can't find fault on any level. The CD-quality sound's infinitely better than the tapes on home Karaoke machines, and as you can connect your CD32 to a pair of hefty stereo speakers there's no real limitation on volume. If you're into Karaoke, this is for you. If you just want your party to go with a bang, buying a disk's probably cheaper than hiring a home Karaoke machine. Perhaps a rental scheme with the occasional user in mind might be an idea?

**AF Rating — 79%**

A high-quality disk that does everything asked of it extremely well. No surprises on offer, but it couldn't be any better.

**Multi Media Machine and Music Machine Marketing**
**Can be contacted at: 59 Bridgeman Place, Bolton BL2 1DE Tel; 0204 387410**

## NOW THAT'S WHAT I CALL GAMES VOL. 1

**Multi Media Machine, £19.99**

Computer owners have long enjoyed scores of cheap, freely distributable PD games unavailable to console owners (ha ha ha!). The quality of these releases ranges from near-commercial to absolutely dire, but as you're only paying a token duplication fee you're hardly risking a great deal. This disk, the first of Multi Media Machine's Public Domain CD releases, contains 100 PD and Shareware titles working out at a mere 20p a game.

The games are accessed through an easy-to-use menu system. It's a little slow, but entirely functional. All relevant documentation for each game is included and all are also available on floppy from various PD sources.






### Public Sector...

The quality of the games on offer ranges from brilliant to dire, but if you own a CDTV there's more than enough here to justify the price. Unfortunately, even though the disk is sold as a CD32 release (with 'CDTV compatible' added almost as an afterthought) many of the games are unplayable on Commodore's 32-bit marvel. Why? Because, showing their floppy roots, a significant number of the titles require mouse and/or keyboard input! Fine if you've a CDTV, but bloody annoying for CD32 owners. Great work, guys!

You might feel there's still enough on the disk to justify a purchase, and there's a CD32 keyboard in the pipeline anyway, but this basic flaw seriously mars an otherwise excellent release.

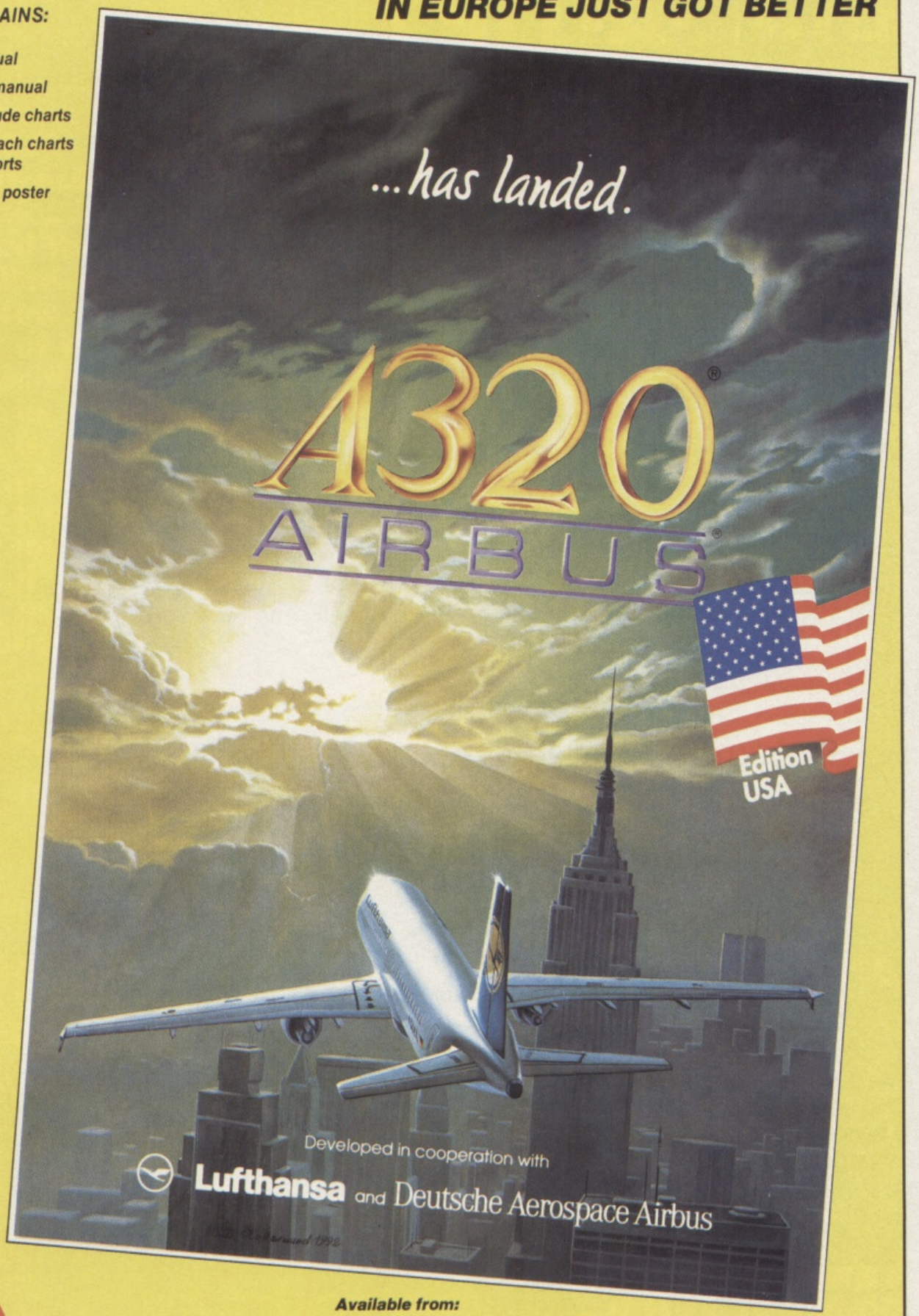
**AF Rating — 55%**

Great idea, but badly thought out. If you're going to advertise a compilation as a CD-32 release, you could at least make sure that all the titles actually work on one.

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# CD32 Feature! Cd!

**Remember Commodore's CD-TV? Overpriced, underpowered and ill-fated the machine died a sad death. Now, the advent of the CD32 gives the old CD-TV games a new lease of life. So we thought we'd take a look at a sample of its good, bad and, er, ugly games!**






Quick, send in a tornado or two!






# SIM CITY

amiga FORCE rave!

## Infogrames

This is one of the best simulation programmes produced on any system. The idea was simple — take control of every aspect of the running of a city — and proved to be a winner. So it's not surprising we reckon *Sim City's* the best of the CD-TV bunch.

To begin the game, you've a huge choice of scenarios. First, select to create a totally new city or play one of the existing cities provided by the game. Within each of these options is a host of city-designs and time periods to choose from. Each presents contrasting problems and disasters.

### We built this city...

If you opt to begin from scratch with a new city, the first step's choosing an era in which to build. Your choice is between Medieval, Western, Actual or Future. Obviously control functions such as power supply and transport are different in each era. A water-wheel in the Medieval world becomes a nuclear reactor in the present day; while a muddy dirt-track in the Wild West becomes a huge motorway in the future.

Having selected the setting, choose the difficulty level, either easy, medium or hard. No guessing which one it's imperative to start on if you want to make any kind of decent progress. In a game of this magnitude decent progress constitutes at least 30 years of hard graft.

The other option's to attempt to overcome a crisis in one of the computer-generated cities. These are again from different time settings and ask you to solve social dilemmas such as pollution, crime and overcrowding. It's probably best to wait a while before attempting these scenarios. If you aren't adept at dealing with a few little crises when building a new city, you have no chance here!

### On rock and roll!

The real business is, of course, controlling the growth of the town, while trying to accommodate the population's needs. Once into the construction mode, most of the screen shows a display of the terrain on which you can build your city. Brown areas represent open land, green woodland and blue — the waterways. Obviously houses can't be built on the water, although roads and railways can.

The object's to try and create the perfect environment for all aspects of life. This means taking care where you build different constructions. It's no good putting housing next to a power station, or building a commercial development miles away from the nearest residential area.

Basically it's a question of common sense which is what makes this such a brilliant game! No two people go about it in the same way, but this doesn't mean one's wrong. Expect plenty of arguments if you play in a group!

Building a huge city isn't cheap, so money has to be raised to cover costs, as well as the maintenance of the transport system and the police and fire services. The only way to get some dosh is taxing your city's good citizens. This is a delicate balancing act; raise taxes too much and people leave the city, too little and you go without. It's a fine line to walk, but the rewards are surplus cash to build airports, seaports and sports stadiums.

If things aren't exciting enough for you there are plenty of natural disasters to choose from to spice things up. These include a tornado, air crash and attack by a mad monster! Once you've selected one of these you need to use the emergency services to sort out the consequences, so it's advisable to build police and fire stations before you opt for a disaster!

*Sim City's* a brilliant game enhanced on the CD with excellent music. Buy this and say goodbye to your spare time for many months to come!

amiga FORCE Rating!

**An excellent game, utilising the power of the CD well. Just check out the music!**

93

Feature! Cd!

# FANTASTIC VOYAGE

## Centaur

Calling this *Fantastic Voyage* must be somebody's idea of a joke! This game's truly appalling with nothing in the way of redeeming features. We couldn't believe how slow and awkward it is to play. If this is representative of the majority of CD-TV games, no wonder the system failed so miserably.

Nonetheless it's our duty to run you through the game, so here goes. The scenario's simple but dated which is the way this game looks! Imagine the Cold War's still raging. Okay? Right, well in an effort to get ahead in the arms race, the Americans have perfected a miniaturisation technique thanks to a Czechoslovakian scientist.

The problem is he's the only one who knows exactly how it works and he's discovered a blood clot in his brain. To save him and the project a miniaturised craft and medical crew have been shrunk and sent into his body to destroy the clot. This is where you come in. Guide the craft through the scientist's body and save his life.

### Forget this Voyage!

The game's split into three levels, each taking you through a different section of the body. Throughout your journey the body sees you as a foreign invader, so all of it's defences are out to get you. Not that there's a lot to them.

The graphics are incredibly basic, while the movement of both your ship and the body's defences are slow which inevitably becomes terribly irritating.

The major fault's the poor scrolling, removing any sense of urgency from the game. You can't do much to avoid many of the antibodies, while others come onto screen so slowly it's hardly worth the bother.

Sadly, the less said about this one, the better. Our recommendation's to avoid this — you'll only end up being thoroughly disappointed!













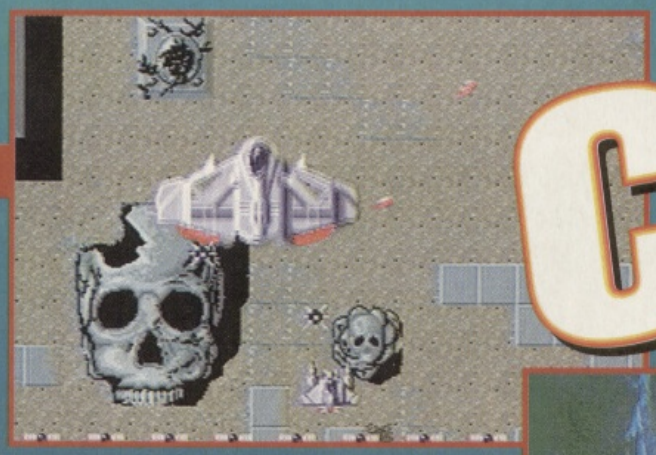
**Would you like to go on a *Fantastic Voyage*? Well, try a day trip to Torquay because this sucks!**

amiga FORCE Rating!

**Oh dear — a terrible use of a CD based system. No wonder the CDTV failed.**

**27**







Feature!

CD32

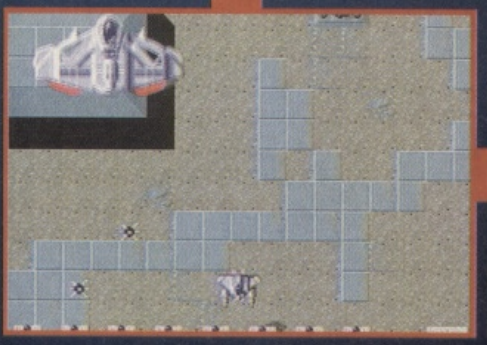
Ooh, what a big skull you have! If the skull's that big, your pilot must be a little on the small side. And, yes, as you've probably guessed, there's no pause button, and the ships won't exactly stay still long enough to be shot at.

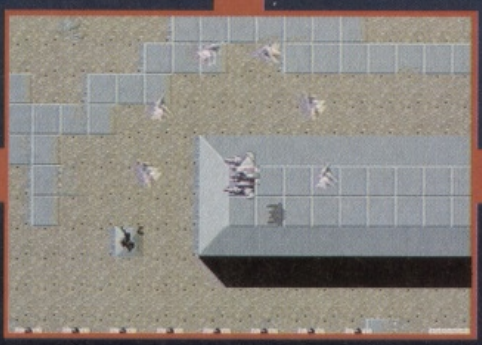


# BATTLESTORM









## Titus

After returning from your travels to the galaxy's distant corners, you find your home planet's been invaded by an army of evil aliens. Vowing to exact terrible revenge, you jump into your state-of-the-art airborne attacker and launch an all-out-attack on the enemy installations. The usual scenario you may think. Well yes, but the gameplay more than makes up for the lousy plot. This is one CD-TV disc that'll grace anyone's CD32.

There are four levels, each with two sub-stages to battle through. To overcome the aliens you take their operations out on each stage. To begin with this means destroying the aliens' air attacks; before taking out their ground defences, annihilating Battlestorm, their headquarters, and finally destroying the diabolical guardians to win back control of the planet.

Excellent scrolling, beautifully crafted landscapes and frenetic shooting — all of the things that you'd expect from a decent blaster in fact. Just getting past the first few stages is a challenge and a half!

## Shoot at speed

Before getting into the thick of it you're asked to select a skill level, ranging from Rock Ape (easy) to Master (strictly for superstars only!). There's only one place to start and that's easy, otherwise death and destruction are all you can expect.

Each level gives you a different control mechanism for your ship, or a contrasting perspective on the game. For example, to begin with the action's in a huge grid. Fly around it in any direction to hunt out the aliens, then blast them into oblivion! Later levels change so you scroll up the screen only, with no sideways movement. Others move horizontally, with the perspective changing accordingly.

There are plenty of power-ups to collect for your ship. These include stronger laser beams, faster firing-rates, homing missiles and extra speed. On screen messages help you locate power-ups. They're worth getting, especially if you aspire to the later levels.

What's guaranteed, however, are smart graphics, an easily controlled ship and great responsiveness. Basically, *Battlestorm's* a great game to play for anyone who's a shoot-'em-up fan. Non-stop thrills and spills abound — shoot first, think later's the motto with this game! If you want a fast-paced shoot-'em-up with attitude then this is the one for you.

amiga FORCE Rating!

A rather cool blaster that looks good and plays brilliantly. A bit tough though!

84

Feature!

# Ed!



Big Nose rides again. Doncha think that he's the spitting image of Ian, only better looking?





## Titus

A long time ago us humans were pretty damn stupid if this disc's anything to go by (not a lot's changed if this office is anything to go by!-Ed). *Prehistorik's* set long, long ago when man clubbed his prey to death to stay alive. This game's a tribute to his daring. Relive the joy of smacking dinosaurs, chimps and grizzly bears over the head with a big stick before noshing down on their fresh carcasses!

The idea of the game's to score points by collecting food. Everything you meet that moves is edible, this guy's not fussy! To see how well you're doing check out the food-meter on the screen. Try to fill this up as far as possible before completing a level, otherwise the message 'Not enough food' will send you back to re-do it. There's also a time limit, so while it's important to collect food, wasting too much time means losing a life. You only start with three so it's vital to complete the level within the limit.

## The lay of the land

CD32

This land's overflowing with prey, making it a simple affair filling up your food-meter. It's also very easy to kill the animals you meet on your travels. As they walk up, just bash them on the bonce a couple of times, before jumping on them to finish them off. Nothing too difficult there.

You find the most food in caves, but they're guarded by spiders who are impossible to kill. This means dodging them before they can get at you. Again this is not too demanding.

There are plenty of bonuses dotted around to aid your quest. These include bombs to knock out all the animals on the screen, a shield to make you invulnerable and the Cross of Life giving you an extra life. On top of these look out for the nifty little gadgets making your life a little bit easier. Those you come across are a trampoline for extra long jumps, balloons to rise above dodgy situations and an Alphaplane for longer flights.

*Prehistorik's* landscape looks really impressive. It's brightly coloured with some nice little touches such as birds flying by in the background. There are also some catchy little tunes and neat sound effects, adding to the atmosphere. However, this fails to compensate for the gameplay. You expect a lot more from a CD32 game — this disc looks dated and plays like a poor budget title.

There's some novel animation, smart graphics and amusing sound effects, yet the scrolling's very jerky making the game annoying to play after a very short space of time. Add to this monotonous action and you've got what's basically a boring game. Worth a look only if you're a dedicated platformer, but there's a lot better on offer for the CD32. There's also a wealth of better platformers on their way!

# PREHISTORIK








amiga FORCE Rating!

**A rather lame excuse for a platform game. It sure doesn't match up to todays standards.**

49

## LAST BUT NOT LEAST

The games reviewed here are but a small selection of CD-TV titles available for the CD32. There are plenty of others around worth considering as Christmas stocking-fillers.

If you're into historical study, then the *Time Table of History* range is worth a look. Produced by Xiphias, they're described as 'reference for all ages', covering topics such as the media, business and politics. The only problem's they're a little dated, having been originally released way back in 1991.

Another educational CD-TV disc's *My Paint*, a fun drawing-designer for kids. It's a Saddleback Graphics game aimed at children aged three to 13, although our tips boy did have a problem with the game (we had to explain that you actually doodle on screen!).

That about wraps up our look at games initially conceived for the ill-fated CD-TV. If you wish to get any of the titles mentioned here, or want more information, contact Capri CD Distribution on 0628 891022. These guys will be happy to help you.

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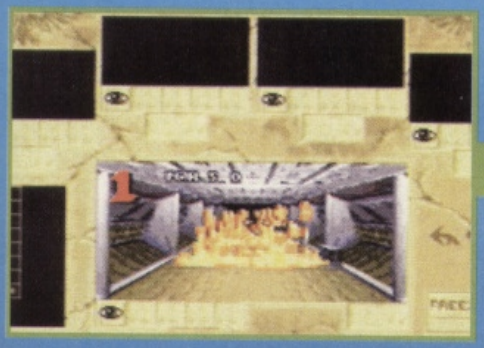
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Impact/Dec93








# SPACE HULK

**Electronic Arts, £24.99**

Strange plot. The genestealers (a Geiger-inspired alien race) are infesting Earth-bound wrecks of derelict spacecraft (the eponymous space hulks). They must be stopped, and the Space Marines are the only guys to do it. Fair enough, but why board the hulks and kick ass with hand weapons? Why not blast them with a few hi-tech homing missiles from the safety of outer space? Perhaps their quasi-religious code of honour won't let them do things the easy way...

Unfortunately their lack of intelligence isn't limited to the plot, but more of that later. You control a squad of five terminators (as they like to be called). A bog-standard RPG-view gives an own-eye perspective whereby you can only move one terminator at a time, or you can flick to an overhead view and move them *en masse* (but not fire).

> **"A lot of frustration... for little reward"**

You've a limited amount of 'freeze-time' to give movement orders, which are carried out when you return to real-time. The genestealers move faster than you and are highly intelligent, so watch out for rear and flank attacks.

The basic game concept's excellent, a sort of real-time *Space Crusade* with a different perspective. The graphics are moody and atmospheric (though the main own-view window's a little small) and the music's bloomin' amazing.

So where did it all go wrong? Well for starters, controlling five men (or ten in two-squad missions) in real-time demands an advanced state of schizophrenia. Sure you can order 'em around in freeze-time, but the enemies move so bloomin' fast they're often on top of you before you can say 'AAARGH!' They rip you apart in seconds too.

## You're Fired...

The troops can fire on their own initiative, but they're not very good at it. Even more alarmingly, they seem incapable of turning to face an oncoming enemy. By the time you've selected the terminator under attack and turned him around, he's dead.

You then select the guy behind him by hitting the correct function key, and the main window changes to his viewpoint, just in time to watch him die. You can lose an entire squad while grubbing for the buttons.

Even when you've got the hang of it, there's little incentive to go on. The hulks are dominated by narrow corridors, forcing the troops to walk in single file and limiting the strategy element horrendously. There don't seem to be any enemies other than genestealers, either. Come on folks, how about a bit of variety here? Flicking from freeze to real-time makes it very stop-starty too.

*Space Hulk* has all the trappings of a great game, but seems dramatically under-playtested. There are a number of ways it could be improved. You could control less troops, make them more resilient to enemy attack, slow down the genestealers or even do away with the real-time approach all together. As it stands, though, it's a lot of frustration and disk-swapping for very little reward.

**Ian!**

**Mark!**

The hype surrounding *Space Hulk* gave us high expectations, but we came away thoroughly disappointed.

Where did it go wrong? The *Warhammer* process works well on paper, but, in this computer game, it falls flat on its pixelated face. Real-time is all well and good, but not when it's badly implemented. Here it just adds to the frustration because the set-up fails to impress.

For example, when a genestealer attacks your squadron from the side, you have to reach for the clumsy controls to face him rather that the computer turning you automatically. A small point, yes, but very representative of the overall feel of the game.

It could've been a goodie, but as it stands it, erm, isn't. The game's dogged by fatal flaws that should've been picked up during playtesting and will quickly reside in the back of the cupboard, I'm afraid.

## amiga FORCE Rating!

**DEVELOPERS: GDW & EA**



**DISKS: 3**
**PLAYERS: 1**
**GENRE: STRATEGY**
**1200 COMPAT: YES**
**HD INSTALL: NO**

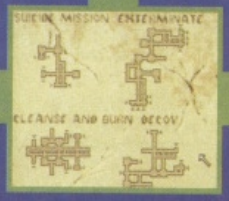
**A promising game let down by silly flaws. Not Electronic Arts' finest hour.**

**41**

**Use the flame thrower to block off corridors (but make sure you don't have to go down 'em first!)**

**Tip time!**







Reviews!

# Rich pickings!

# TURRICAN 3

## Renegade, £25.99

Turrican's a gaming legend. In the three years since the first *Turrican* outing hit the Amiga, he's never been short of celeb engagements. Opening shops, listing winners at award ceremonies, making guest appearances on breakfast TV... you name it, he's done it.

Then the inevitable happened. The unfeasibly evil Empire returned, and once more the powers-that-be tried to get rid of him, sending him into battle alone. Alas, he won and returned to a ticker-tape welcome and appearances on chat shows, TV quizzes and even *This Is Your Life*.

All was well for a few years, but the sequel reared its ugly head once more. Again Turrican bravely batters the baddies across five non-stop action levels, each divided into three separate stages.

> "Do we really need another Turrican game?"

### Turri-Can It, Creep

Maybe I'm cynical, but do we really need another *Turrican* game? For my money there's very little to set this effort aside from its predecessor. For example, the outsized weapon's still there, again firing in umpteen different ways. A little inspired joystick-juggling has you leaping across platforms, blasting seven shades of shoe polish out of the aliens and even turning into a mine-dropping cartwheel. In a rare splash of innovation they also add a harpoon-thingie for latching onto platforms and swinging to previously impossible-to-reach places, *Batman-The Movie* style.

Shooting a chest reveals power-ups including gun-changing lasers, rebounders or wide-angled scatter shots. Picking up a weapon you're using increases its power in stages — grab a different gun for a swap. Other grabable goodies take in health to restore your energy bar, and extra lives and shields for temporary invulnerability.

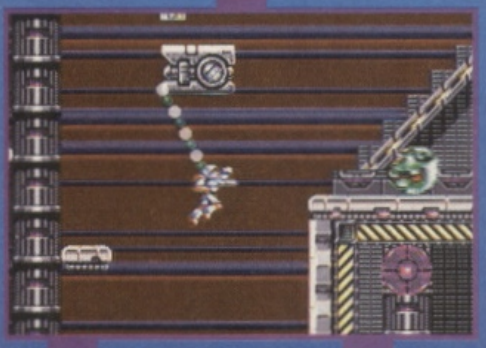
The gameplay's standard *Turrican*, platform baddie-blasting. A few extra enemies are added, making the game more frantic, but apart from that it's just 'more of the same'. I've never liked shoot-'em-ups using energy bars, either. They're okay in beat-'em-ups as you fall over (or at least visibly wince) when hit, but for me walking into a baddie and not dying strips the game of its immediacy.

*Turrican 3*'s short-lived energy and its visual and sonic effects mean this isn't as big a bugbear as in the previous offerings, but it's still annoying. Some of the levels sprawl a bit, too, with more than their fair share of unseen deaths and awkward need-the-harpoon bits — very annoying when you're up against the clock.

On the plus side, the graphics are cool (though, again, derivative — if I see one more Alien-inspired sprite I'll scream) and the action's fast and furious. It's really a missed opportunity, though. We expect more from a sequel than a straight rehash of old ideas. Not bad, but of little use if you've already got one of the earlier games.

**Ian!**

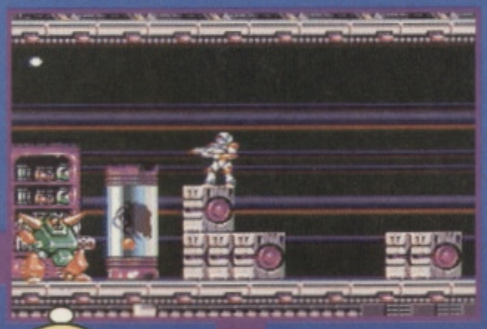






**(Above) Well I'm the king of the swingers, a jungle VIP...**

**(Left) With hair like that she looks like a young Phillis Pearce.**



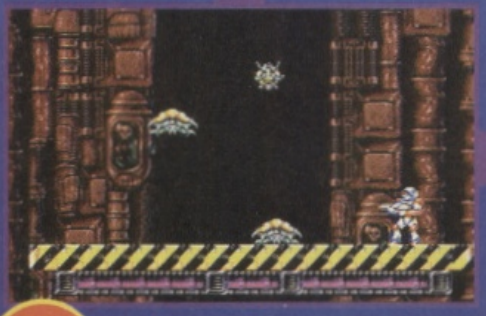
**Chris!**

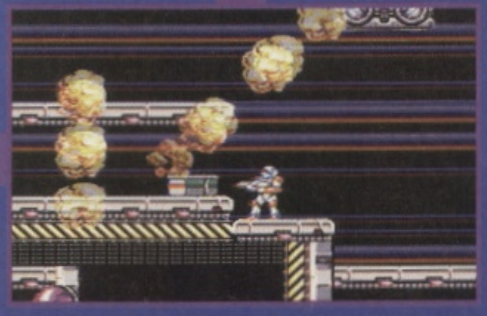
Hmm... this isn't a bad game in its own right, but it's more of a slight tweaking than a sequel. *Turrican 3* offers little in the way of innovation or originality.

A lot of water's passed under the bridge since *Turrican* first hit the shelves. Look at Thalion's *Lionheart*, for example — a change of scene and a batch of new ideas and you've got the true *Turrican* for the ninties. This effort's just a rehash of old ideas — for die-hard fans only.

**Tip time!** Spend some time getting used to the joystick controls!







## amiga FORCE Rating!



- DEVELOPERS: FACTOR FIVE
- DISKS: 1
- PLAYERS: 1
- GENRE: SHOOT-'EM UP
- 1200 COMPAT: YES
- HD INSTALL: NO

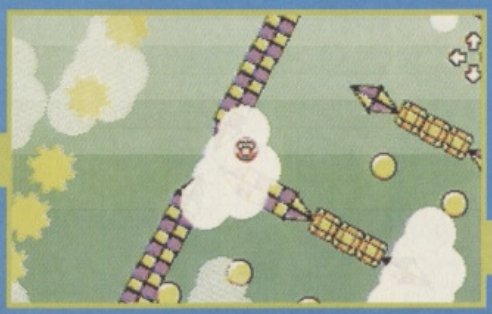
**Interesting enough in a seen-it-all-before sort of way, but no more.**

**69**

**Chris!**

This reminds me of those old games you find in back-street arcades, not only in design but also in long-term appeal.

I soon tired of Bob's incessant rolling; there's little more to the game than flinging him from one side of the room to the other. The mazes fail to really tease or challenge, with nothing to keep you glued to the screen after the first ten levels. It certainly didn't do much for me!



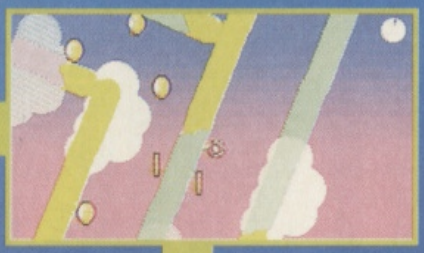
**Tip time!**

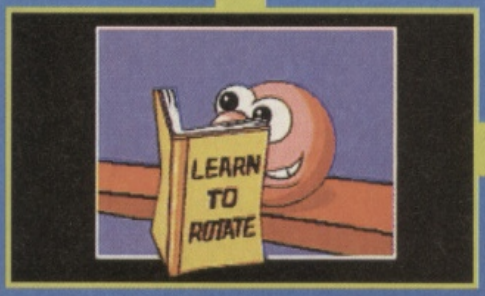
Try this password for Level 20: VDPEFWNG

Bounce against the yellow blocks to smash them out of your path. It's a bit tricky but vital if you want to negotiate the level.

# BOB'S BAD DAY

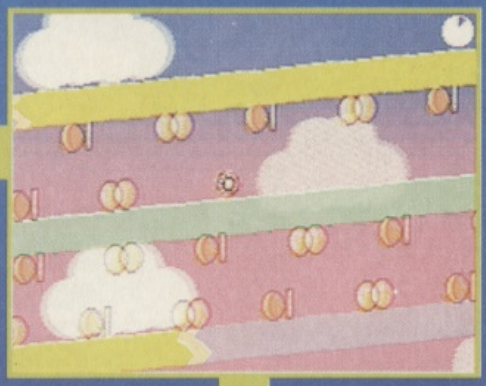










## Psygnosis, £25.99

Seen the bonus level in *Sonic The Hedgehog* where our blue-spiked buddy curls into a ball, bouncing round a revolving maze, collecting rings? Well, this game's just like that. The blue mammal's replaced by a decapitated head, the rings are coins and a few extra devices added — but the gameplay remains the same!

The game's set in a viewed-from-above maze looking like it's made from psychedelic lolly-sticks (for the first few levels at least). You've little control over the main sprite, instead you govern his movements by rotating the maze, the effects of gravity pulling Bob downwards. Twist it slowly and he gently rolls down the newly-created slope; turn it upside down and he falls through the air. Hitting the fire button makes him bounce on the spot!

> "You've little control over the sprite"

Needless to say, the mazes get increasingly complicated as you progress. They also throw in help-or-hinder-devices, including spikes costing a couple of coins (lose 'em all and it's 'game over'), extra bounce, and arrows changing the direction of gravity — instead of falling down you fall up, right or left! The arrows are far too prolific on the early levels, making controlled play almost impossible. They also encourage throwing the joystick around at random. Thankfully, this settles down later on, making a challenge rather than a chore. Later still, yet more collectables appear, like aggression-enhancers allowing you to smash through certain coin-sapping spikes, a control-nobbler preventing you making certain joystick movements and even a teleporter.

### A-maze-ing Antics...

Thankfully, Psygnosis include a password system taking you straight to any of the game's 100 levels. You only get one life per game but continues are infinite, unlike time — run out and the Bob-like character on the status bar turns green and vomits (and you die, of course). The levels are also well constructed, offering a serious challenge and demanding lateral-thinking. It's a pity this forward-planning isn't applied to the difficulty curve — Level Ten, for example, is an evil contraption taking a fair few plays to master, yet Level 11's a doddle! The game doesn't reach this degree of difficulty again until around Level 20. Curious...

Psygnosis have produced a credible game from a very simple concept, though it occasionally crosses the fine line between 'challenging' and 'frustrating'. Also like many puzzlers, it's a little over-priced.

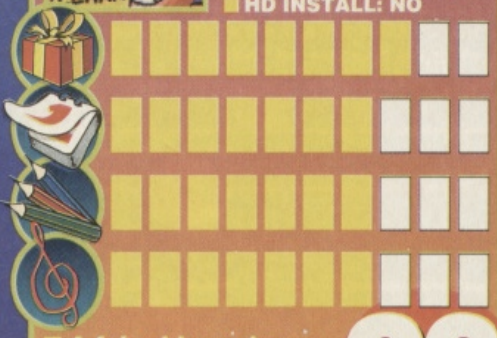
Not a bad effort, though it won't appeal to everyone and won't keep you playing forever.

**Ian!**

## amiga FORCE Rating!

- DEVELOPERS: THE DOME TEAM
- DISKS: 2
- PLAYERS: 1
- GENRE: PUZZLE
- 1200 COMPAT: YES
- HD INSTALL: NO



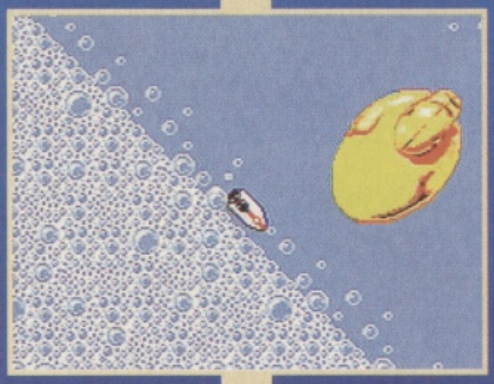
A fair old puzzler, but nothing to lose your head over.

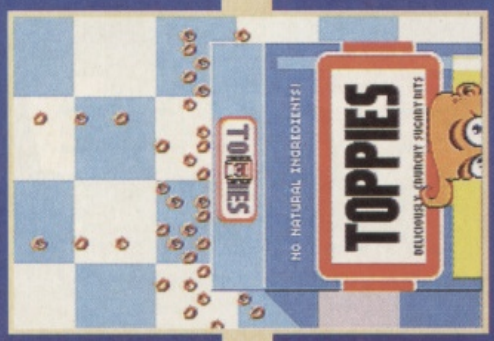
**69**

Reviews!

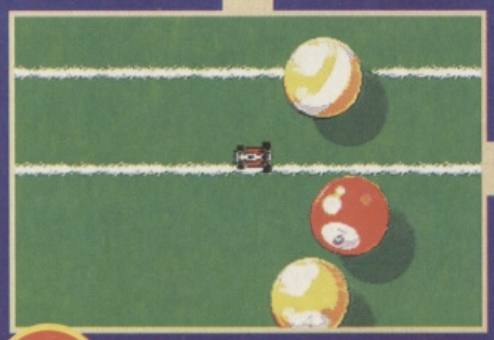
# Rich pickings!






From the breakfast table to the pool table, *Micro Machines* offers you the chance to race on them all!





Choppers



Formula One



Mega Tanks



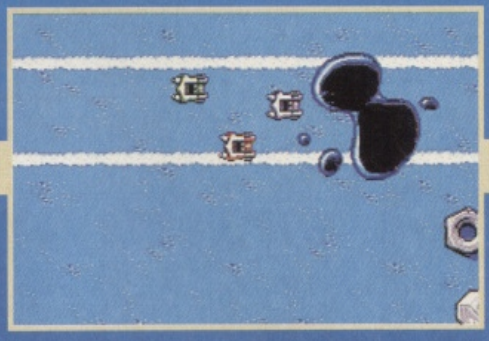
Turbo Buggies



Warriors

Okay, who's the sad bloke who chose Spider?





# MICRO

## CodeMasters, £25.99

Funny things, licences. Software companies fall over each other to grab 'em, believing they sell games, and they're right! Check out the Amiga charts in any particular month and they're full of film licences, coin-op conversions and tie-ins of one sort or another.

Some licences lend themselves easily to games, offering a great central sprite and lots to hang the action on, though far too many just restrict programmers' and designers' freedom resulting in generic, samey rubbish.

Remember *G-Loc*? Ace in the arcades, but without its custom hardware it was dire. What about *Terminator 2*? With the software house desperate to cling onto the film's storyboard, a series of dull sub-games became inevitable. And would *Nigel Mansell's World Championship* have been any worse without ol' Nige's mustachioed mug on the box? At their worst licences can be extremely naff, but they do sell software...

> "It plays like a good'un"

Perhaps the best are the ones demanding nothing from the programmers. Take Flair Software's *Trolls* — it gave the game an instantly recognisable character, but set no limitations on artistic freedom. The result? One of the best platformers ever to appear on the Amiga!

*Micro Machines* is in a very similar vein. The pocket-sized toys (if you've very small pockets) haven't a story to tell, they've no 'real world' axe to grind and they've no impossible-to-computerise quirks dogging the weaker coin-op and boardgame conversions. Instead they offer the game-designer a simple-but-effective hook on which to hang the game and a great deal of artistic licence (no pun intended). The result? A corking game oozing character and charm!

### Mini Mayhem...

*Micro Machines* is a modern-day *Supersprint* variant, with scrolling rather than static tracks. Unlike most overhead-racers, you're not driving ordinary, everyday road or F1 cars. Instead you take control of a Micro Machine, each level offering a different microscopic theme.

The qualifying round takes place in a bath tub, with soapy suds marking the edges of the track. Guide your miniature speedboat under the bath rack and past the rubber duck, qualifying for the main event by finishing in front (not difficult). You then go on to the challenge, a three-lap race against three computer-opponents of your choice. Not that they drive any different — the game gets harder as you go (obviously), but this doesn't seem to be affected by your choice of characters. You've three lives to play with, losing one if you fail to finish in the top two.

The tracks are unbelievably imaginative, being set against a variety of everyday locations. After completing the qualifying round you find yourself racing four-by-fours on the breakfast table, the course mapped out by lines of cereal and obstacles. They include orange juice stains on the track to slow you down and a rather rough place-mat. Later you race well 'ard warrior cars on the garage floor, sand buggies in a sand-pit (where else?) and (my personal fave) Formula One cars on a pool-table. Isn't this more fun than generic roads and racecourses?

The 'micro' element allows all sorts of devices and obstacles to creep in, such as following the track into a pocket on the pool-table and re-



Ruff Trux



Sand Jeeps

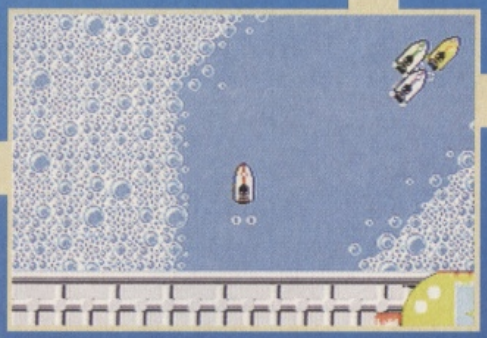


Power Boats



Sports Cars





# Reviews!

**Mark!** ■ It's a shame the game isn't as technically impressive as the Mega Drive version, but at the end of the day it's gameplay that counts. *Micro Machines* oozes high octane, fuel-injected, four-wheeled drive playability from every spark plug.

The *Supersprint* gamestyle is timeless, and *Micro Machines* adds a whole new angle on the genre — racing tiny vehicles on tracks made from everyday objects is far more fun than the usual offering.

With a little tweaking, this could be a worthy rave, but as it stands it's still an unmissable offering. Buy it or you're a Skoda!■

**Tip time!** ■ Only release the accelerator for sharp corners. ■

# MACHINES

appearing from another, or leaping across a gap in the school-desks using a ring-binder as a ramp. You can leave the track to avoid a hazard, but try to cut too much of the course and the car explodes.

Finish in front three times in a row and you get to play the bonus levels, guiding big-wheeled ruff trux through marshy and hazardous terrain.

## Driving Force...

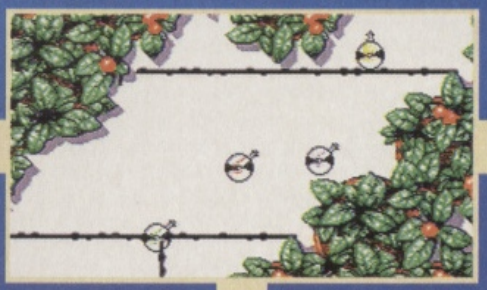
The vehicles all have their own idiosyncrasies. The warriors, for example, have very little inertia — unlike the sports cars. The tracks also have a character of their own. Everyday objects take on a whole new appearance when you're racing vehicles an inch long.

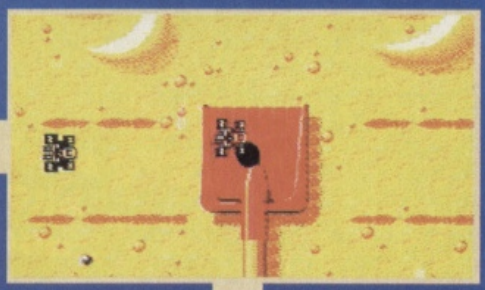
When familiar with the layout, scattered articles also make useful indicators of what's coming. For example, when you pass the Filofax on the desktop drop-off, you know there's a sharp left turn on the way — prepare for it well or you drive right off the desk!

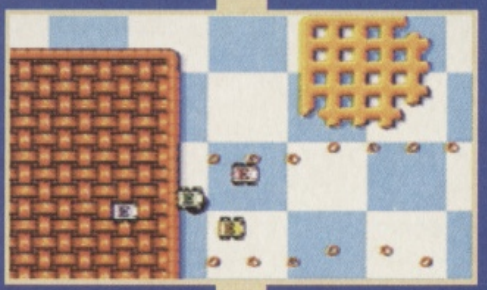
*Micro Machines* has a unique two-player option too. Instead of splitting the screen and making it impossible to tell when the bends are coming, you face your opponent on the same screen, the scrolling following the leader. If the tail-ender's scrolled off the screen, the cars are placed side-by-side in the centre and a point's taken from the loser and given to his foe. Lose 'em all and you've lost! This option's also available against the computer, as a single race or a tournament covering each of the tracks in turn.

Technologically, *Micro Machines* isn't as good as the Mega Drive version — the graphics are slightly weaker and the parallaxed floors on tabletop levels are missing. Even so it plays like a good 'un. The Micro Machines provide a welcome and interesting change from the usual Supersprinter and the courses are imaginative in the extreme.

**Ian!**







**Spider finishes last again. Our tips boy just couldn't see through the shades!**




## amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE
■ DISKS: 1
■ PLAYERS: 1-2
■ GENRE: DRIVER
■ 1200 COMPAT: YES
■ HD INSTALL: NO



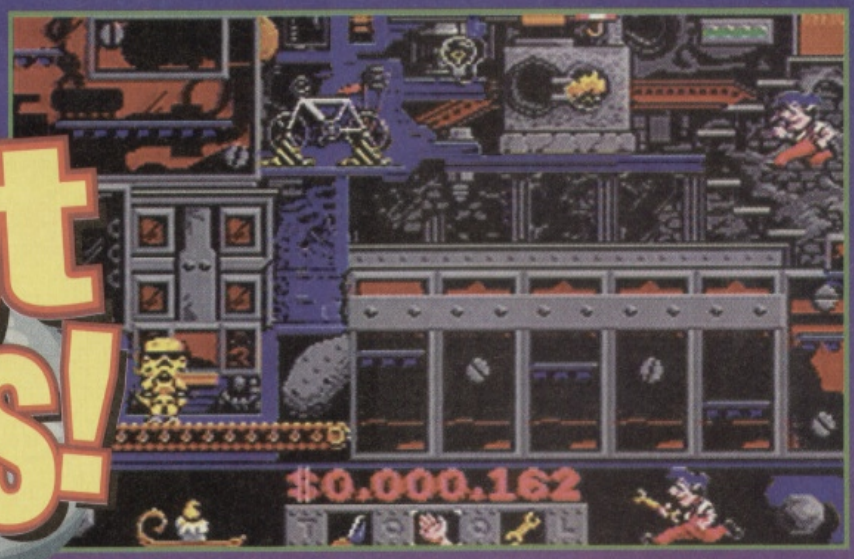


■ A superb *Supersprint* variant taking a new look at the genre. Great stuff!

**89**

Budget!

# Budget bargains!




# NIGHT SHIFT

## Kixx XL, £14.99

Working in a warehouse has never appealed to the AMIGA FORCE team — we like the idea of sauntering in at noon, playing football games all day and getting home in time for tea (you'd be so lucky —Ed). Hard work never did anyone any harm, though, and Kixx's re-release of LucasArts' *Night Shift* looks to prove the old adage right!

> "A decent enough budget game"

Your duties on the night shift begin rather casually, but, by the time you're due to clock off, the tasks become all the more demanding! Guiding your fixit-man (or woman) around the giant factory, your tasks include kicking in dodgy plugs and mending faulty valves. Once you've got the 'BEAST' in perfect working order manufacturing begins, with figures from *Star Wars* and *Indiana Jones* going into production.

Each night gives you a new quota to meet and extra duties to perform. Conveyor belts must be sent trundling the correct way, you need to keep the electricity generating by peddling a bike, paint needs to be mixed and even Quality Controllers appeased.

Different tools are also scattered around the plant, such as wrenches, balloons and matches (the strikeable kind) , all with particular uses.

My first few plays were, well, a bit crap. Stormtroopers went through with heads where the torsos should be which didn't impress Frank Foreman, the company's Production Manager. P45s were flying everywhere and my pay was as paltry as it is on AMIGA FORCE. A few shifts on, though, and everything clicks into place, pointing to a good difficulty curve as well as an impatient player!

Later on more 'BEAST' components are revealed, requiring you to perform a few more maintenance tasks before production can begin. Don't forget, time's money and your clock's forever ticking away — if you don't produce the necessary quota, you join the dole queue!

*Night Shift's* playable, despite its initially clumsy control system and some very poor graphics. It's certainly not your classic LucasArts game, with little in the way of depth, but it makes a decent enough budget game.

**Mark!**

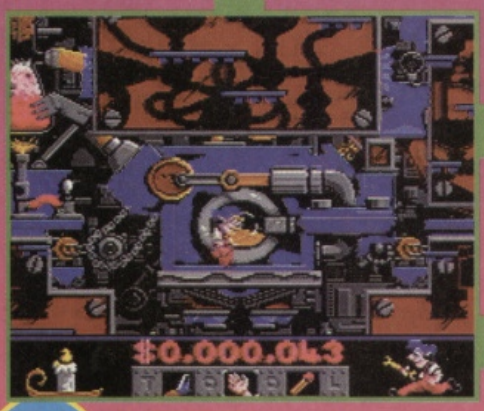
**Ian!** What's this doing on Kixx XL? If you've already read my glowing endorsement of *Knights Of The Sky*, you know I think the label's a real boon to the Amiga scene, but one-disk games with only a single sheet of instructions really ought to be on their ordinary budget label. The game itself is pretty neat, taking a fresh look at the arcade puzzler. There's always plenty to do, and the learning curve gets you used to the BEAST's complexities in bite-sized stages.

Not a bad release at all, but it shouldn't be on a PREMIUM budget label.













**Tip time!** Once manufacturing's up and running, search around the plant for new items and tools.

**amiga FORCE Rating!**

**72**

An enjoyable romp through warehouse-land, but not enough thrills to keep you coming back.

# THE ADVENTURES OF ROBIN HOOD

Budget!




## Kixx XL £14.99

A legend, a hero and a damn fine film star, the story of Robin Hood has stood the test of time well. *The Adventures of Robin Hood* take up the tale of the outlaw, pitting him against the evil Sheriff who's managed to nick his castle.

This is certainly not what you expect from a run-of-the-mill adventure. Viewed in isometric 3-D, your goal's to eventually rid Nottingham of the Sheriff and his high taxes, recruiting a band of fellow outlaws to aid you.

*Robin Hood* differs from other games in that your tasks and aims prior to that final, fatal battle are pretty much hidden from you. It all takes place in real-time, so many events happen around you — don't be surprised to see the famed bowman nipping off for a quick pint or following a crowd of people as they flock to be addressed by the Sheriff. Initially, this is all a bit off-putting, but it's all part of the game's charm.

Guiding Robin through the woods and buildings is a simple affair, utilising on-screen-arrows for movement. Icons are clicked to perform other actions, such as collecting/dropping items, viewing the surrounding area, conversing with other folk and using his sword or bow.

> **We were suitably impressed**

### Riding through the glades...

Sometimes, the intention of an action doesn't always have the desired effect. Rather than talk to people, Robin has this tendency to follow them, especially 'pretty maidens'. This can lead the lad into some trouble. Following Marion to the castle had Robin in the deepest mire; having been sentenced to hang, his sword skills seemed the only option open to us.

Unfortunately, the Norman guard was a tough nut to crack, leaving Robin skewered and, well, not feeling too well.

The humour's a surprising addition, but really helps the game. Robin seems to be tortured by depression, while the people of Nottingham aren't too impressed he let the Sheriff get hold of his castle in the first place.

It's the freedom allowed that makes the game so impressive, though. Being left to your own devices can be the downfall of a game; in *Robin Hood*, it gives you the opportunity to delve into an adventure that constantly spirals into deeper and darker territory. We were suitably impressed — again, Kixx XL have delivered a game offering true value for money.

Mark!













(Below) Come on Robin, you've got to get your castle back — it's no use hanging around!




Tip time!

■ Try to follow characters using the arrows rather than chasing after them — remember what curiosity did to the cat! ■



amiga FORCE Rating!

■ A fabulous adventure keeping you playing for a very long time. Buy it!

89

Budget!

# Budget bargains!

# LINKS










**Tip time!** ■ If you must play it from floppies, get a handheld to keep you busy between shots. ■

**Mark!** ■ Playing this from floppies is like watching pro-celebrity golf on BBC1 for 24 hours solid. The pointless anecdotes and 'my wife's so ugly' gags are missing, but it's just as nauseatingly boring.

The game itself's got a lot going for it (not least the great graphics), but you end up throwing it across the room long before you get to see its finer points. If it had been converted properly, ie programmed to the Amiga's strengths and weaknesses, it'd be great. As it stands, it's virtually unplayable.

If you've got a hard drive it might be worth a blast, but I'd still recommend *MicroProse Golf* instead. *Links* stinks! ■




## ■ Kixx XL, £16.99

*Links 386*... the best golf game ever to hit the PC. The graphics are amazing, being digitised from genuine golfers and trees, with landscapes so real you can almost smell the freshly-cut lawns. It really is a corker.

*Links*... the Amiga conversion of the PC game. The 386 bit's gone for obvious reasons, but the digitised graphics and fluid animation remain. And it's crap!

The good thing about PCs is their processing power — they've virtually no sprite support, making them less-than-brilliant for arcade games, but for sheer number-crunching they're amazing.

> "It's disgustingly slow."

Games like golf and flight-sims require exactly this quality, as re-drawing landscapes and images is a very mathematical exercise (don't ask me to explain why, I'm a journalist not a computer programmer, just take it from me it is). That's why games ported to the Amiga from the PC (as opposed to re-programmed) run so darned slowly. The Amiga just hasn't the head for figures enjoyed by its business-orientated brother.

Such is the problem with *Links*. Its idiosyncrasies and running speed clearly show it's been written for a hard drive — you *can* run it from floppies, but you need two drives (a fact made far-from-clear on the box — it's printed in tiny letters on the system requirements panel no one ever reads anyway) and even then you can't use the overhead views or save a game without a hard drive (and that's only stated on a sticker *inside* the box!). It's also disgustingly slow, taking ages to re-draw a screen.

### Watch The Clock...

The harm done to the game by its running speed cannot be over-emphasised. I can't even call it 'sluggish' as lettuce-chewing molluscs run like the wind compared to *Links*. My experiences on the first hole were as follows — approach the tee, and take the first shot. Fair enough. I then watched the disk access lights flash on and off like the Blackpool illuminations, stared at the ceiling, returned to the screen, saw it wasn't ready yet, twiddled my thumbs, stared at the ceiling again (it hadn't changed), counted the hairs on the back of my hand then got ready to take the next shot (at last). So what next? I took the shot, watched the disk drives light up like a Christmas tree, made a paper aeroplane, threw it at Smiffy catching him in the earhole, got told off, went for a coffee, came back, sat in front of the computer and after a brief wait I was off again. Shot three — I hit the ball, counted the tea-stains on the Amiga, screwed up a piece of paper, threw it at Chris Marke (and missed), ducked as he threw it back again, contemplated life, the universe and everything (I'll have to write a book about it sometime), and reflected that the game probably isn't as successful on the Amiga as it is on the PC.

With classy products like *MicroProse Golf, Nick Faldo's* and *PGA Tour* on the market (all of which were written with the Amiga's capabilities in mind), there seems little point in even considering this effort. If you've a hard drive it might be worth a bash — it looks great and can't really be faulted as a sim. Without one, though, it's virtually unplayable — with only one drive, literally so.

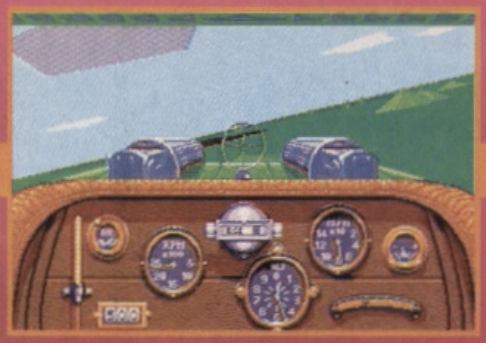
**Ian!**

**amiga FORCE Rating!**

■ With a hard drive – 75%
From floppies – 9%
Mind-numbingly slow if you've no hard drive.

**75**



Chris! Budget!

Now that's what I call a flight-sim — the update's fast, the missions exciting and the lack of hi-tech homing missiles make dogfighting a real challenge.
The original MicroProse manual (also included) pays sterling attention to detail and fascinating historical notes, making *Knights Of The Sky* an all-round bargain. If you avoid sims 'cos of the complicated keyboard controls, this one's for you — it's easy to get into but impossible to put down.

# KNIGHTS OF THE SKY

amiga FORCE Save!

Make use of the cockpit views, especially the rear — don't get an enemy on your tail.

Tip time!

## Kixx XL, £16.99

Flight-sims — head-up displays, multi-million dollar missiles, laser lock-on, retractable undercarriage, chaff, afterburners... *Knights Of The Sky* has none of 'em. In the days before a fully-equipped fighter cost more than a small town and when jet engines were a twinkle in Frank Whittle's eye, prop-driven bi-planes ruled the skies! Aircraft first saw military action in World War One and *Knights Of The Sky* takes this conflict as its inspiration.

Unsurprisingly for a former MicroProse game, *KOTS* boasts incredible attention to detail. I won't bore you with long lists of options cribbed from the manual while the game loads (we're not like other mags you know), but rest assured it's got enough depth to sink Jeremy Beadle (if you don't believe me, give it a try and do the world a favour). Everyone's catered for, from the die-hard pick-up-and-play merchants to the serious sim expert.

Self-contained dogfights, training courses and modem head-to-head battles are available, but the heart of the game's in serving as a pilot in the Great War. Starting in 1916 with a rookie flier and a choice of two 'kites' (that's tally-ho talk for planes), you're sent on a series of missions over allied and occupied France.

Escorting bombers, blasting reconnaissance balloons, intercepting enemy fighters, patrolling sensitive areas; each mission offers its own challenge and because the game generates its own, you never know what's coming next.

### The Plane Truth...

Between flights you're treated to a series of cameo pics depicting a news piece, bar-room rumour, flight crew message etc. Always relevant, they never interfere with the game's flow. The flight crew, for example, inform you of aeronautic developments, allied and enemy. As new planes are developed, your choice of kites widens — the game features every significant fighter of WW1, and for once they actually make a difference to the flight model.

If you're not too experienced at flight-sims, lower difficulty levels greatly reduce the enemy pilots' ability. Their planes take very little damage before crumbling, while repeated hits reduce your own craft's performance, but it takes a lot of lead to bring it down. Needless to say, this imbalance is redressed as you advance. There are 13 viewpoints on offer, and they're not just cosmetic either — keep looking over your shoulder for the enemy, and don't spend too much time admiring the excellent views.

'That's all very well,' I hear you cry, 'but how does it play?' Have no fear. Athough Amigadom's littered with brilliantly-presented games that play like conkers in a dilapidated bus shelter, this one won't be joining the scrap heap — it's brilliant!

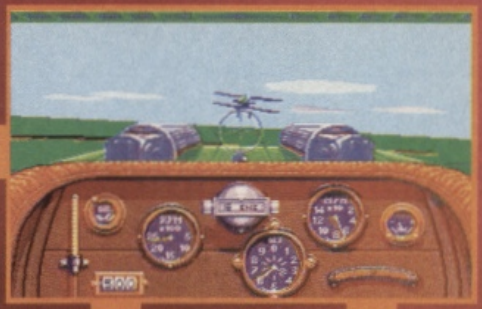
For a start, there's no disk-swapping, even with one drive. The game comes on two disks but the first's no longer needed after the 'insert disk two' message. Those who hate all the keyboard-clobbering demanded by many sims are in for a treat. There are precious few keys to press and they soon become instinctive. No need to flick through the manual to find which weapon to use either — it's a machine gun or nothing!

> "The dogfighting blows you away"

Not that any of this stops it being fun. The fast update gives a real feeling of flight and the seat-of-your-pants dogfighting, with no electronic assistance, blows you away. The artificial intelligence of the computer-controlled pilots is excellent, too. Getting any plane to stay in your gunsights long enough to blast it out of the sky's tricky enough, but wait until you meet an elite pilot — they fight like demons. On-screen messages tell you when you've received or scored a hit, and action replays of your finest and foulest moments are available too.

Kixx XL have brought us another quality game for under £20. Due to the size of manuals, games like this could never be sold as ordinary budget offerings, so fans of the genre need a label like Kixx XL. Keep 'em coming, that's what I say!

Ian!



(Above) Shoot the Fokker!

(Right) Manfred Von Richthoffen, the Red Baron — WWI's highest - scoring ace.





amiga FORCE Rating!

A brilliant flight-sim no enthusiast should be without. Miss this at your peril!

93

Public Domain!

# Going Public!

**What's this? Only one page? I'm writing to my MP! Normal services will be resumed next month, though, so don't despair – IAN 'DISGRUNTLED' OSBORNE...**

## ASSASSINS 134
**■ Roberta Smith DTP (Compilation)**

The dulcit tones of Fergal Sharkey's *A Good Heart* (again) introduce this three-game compilation from the Assassins.

### CROSS CIRCUIT

This one's a straight conversion of the coin-op, Tempest — guide your sprite (with the mouse) around the edge of a vector landscape, blasting the enemies before they can reach your position, costing you energy.

It's not very original, but it's well programmed. The mouse control works well and the raster bars behind the playing area are pretty neat.




### FWUFF

I've reviewed this before so I won't dwell on it now — it's a boring AMOSed *Solitaire* clone with very little going for it.

### CIRCUIT WAR

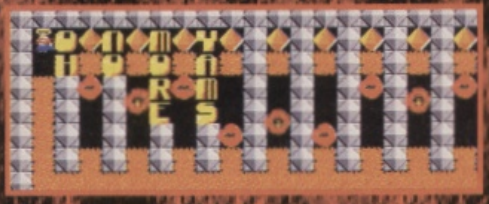
I found this one incomprehensible due to lack of instructions. Sorry.

**Conclusion:** One good game, one bad and the other I couldn't make head or tail of. I can't say I recommend this, but if you're after a *Tempest* clone, look no further.



## HAUNTED MINE #1
**■ Roberta Smith DTP (PD)**

Here at AMIGA FORCE, we write our reviews on Apple Macs. They're excellent little machines with lots of lovely devices such as 'copy and paste' and 'find and replace'. I'm tempted to utilise these applications to copy the *Yams* review, paste it here and find/replace the titles — it's almost the same game!



## OH NO! MORE YAMS
**■ Roberta Smith DTP (PD)**

*Boulderdash* revisited. It's extremely well presented, but the game design leaves a lot to be desired. For example, Level One's far too big and sprawling and contains only one real puzzle — you just have to repeat the same technique to beat it. A little more thought and there's a potential winner here — as it stands, stick to the also-PD *Cave Runner*.

## RAW
**■ CLR (Licenceware)**

This one's been accepted by the Central Licenceware Register, so it should be available from all participating outlets.

As a Red Army Worm (RAW) your task's to rid the world of fishermen and wander along a single-screen, platform environment collecting fishing gear. The screens are completely devoid of devices — you put those in yourself, *Bill's Tomato Game* style!

Starting with three lives and a limited amount of dosh, each item you add to the screen costs money. These include brick walls to turn the worm around, shuttles to ferry him from one platform to another, ladders to climb, etc. The more fishing gear you collect on your way to the exit, the more you earn.

In true Psygnosis style, you've no direct control over the main sprite. Instead you manipulate his environment (hopefully) to his advantage, progressing to the next level by grabbing at least three items.

It's not difficult to imagine this as a full-pricer. With better presentation and fine-tuned graphics, the concept could be developed for it to sit very comfortably with other *Lemmings*-inspired puzzlers. As a licenceware release, it's a barg.

## PUBLIC ADDRESSES

**ROBERTA SMITH DTP**
**190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE**
**(90p per disk, +50p P&P)**

## ASSASSINS 135
**■ Roberta Smith DTP (Compilation)**

Heaven knows what this title tune is, but I'm not buying the record!

### GAMMON 1.3

An interesting backgammon game, you can play against a variety of computer settings or another human. If you're into backgammon, give it a whirl — it's great.

### ACK ACK

A neat little AMOS offering, you control a Space Invaders-style base blasting hell out of enemy (i.e. German) planes flying overhead. It's well presented and the graphics are neat, but the subject matter's a little limited. Fun for a while, though...



### PIPELINE III

What is it about puzzlers that makes PD programmers want to emulate them? This one's a blatant *Pipe Mania* clone, and a pretty good one at that! The only real difference is you can't place pieces on top of each other, destroying a misplaced tile.

I won't go into the morality of pinching other people's ideas, but I'm surprised software companies have put up with it for so long. If you've any thoughts on the subject, write in to FORCE NINE MAIL — we'd be interested to know how readers feel about this.

### TETRIX

It's *Tetris*...

**Conclusion:** A very good disk with no real turkeys. *Gammon*'s a tastey morsel, the blatant clones are well executed and the only original (*Ack Ack*) offers fun for a while. Worth a shot.

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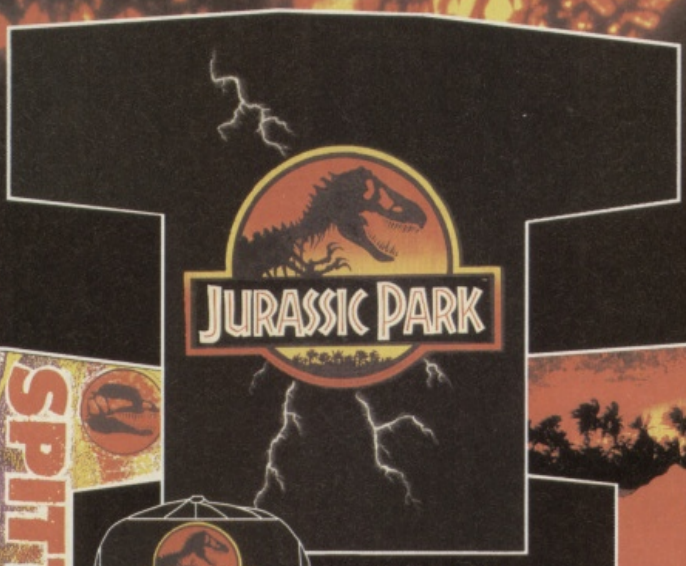

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# amiga FORCE

# Playing Tips!

**A bumper issue of tips this month, just in time for all those games that you'll get for Chrissy! Anyone lucky enough to get a CD32 will no doubt benefit from the *Oscar* tips, while, considering it's the season of goodwill to all men, we give those Humans (II) a helping hand!**

**Get your yo-yos out and prepare to bash and dash your way around a variety of wild and weird worlds. *Oscar's* a game many are to find bulging out of their stockings on Christmas morning. To end those Boxing Day blues, we've come up with tips-a-plenty helping dear old Oscar celebrate a happy yuletide.**


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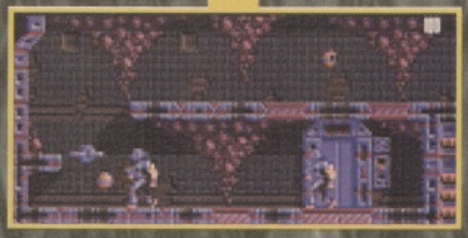

## 70 HUMANS II

One of the toughest games to even get started on, we've toiled over the first few levels to bring you the definitive starter's guide to *Humans II*. From the joys of rope-climbing on Level One through the Witch Doctoring of Level Four and onto the human-saving levels thereafter, you'll soon be flying through the levels in no time at all! Drop us a line with your problem levels and we'll see what we can do!



## DEEP CORE 72

All of the tips that you could ever have wished for, especially for those having difficulty beating the system!



## LEMMINGS LIFELINE 74

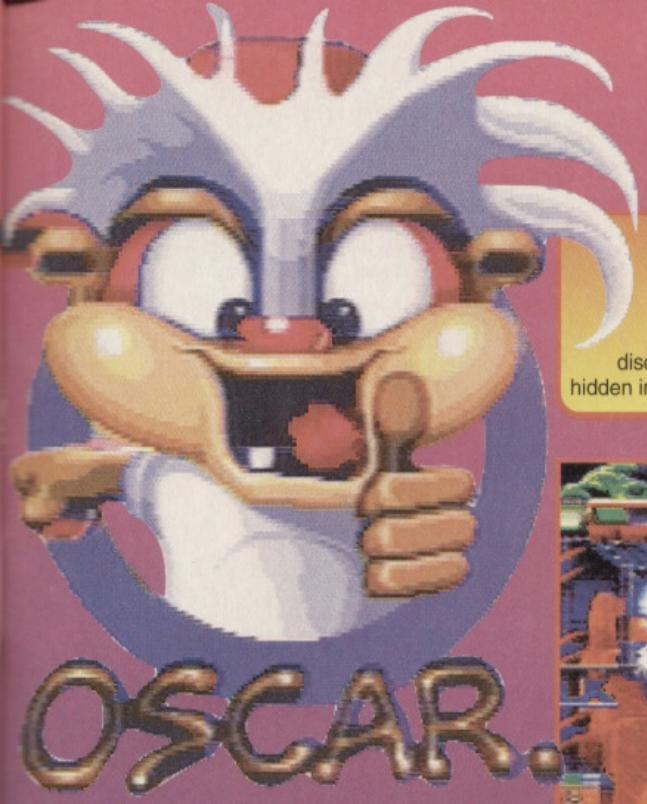
More *Lemmings* problems dealt with by our resident experts!

In the first Sci-Fi Zone there's a seemingly unreachable platform full of goodies. To get to it, run down the large hill and leap at the level to reveal previously invisible blocks.



In all zones avoid the Game Boy icon which flies out of the bonus coins as it turns the whole screen to dodgy shades of green, making it almost impossible to see enemies. It usually ends with you running headlong into them and losing many lives.






The aim of the game is to retrieve those all-important Oscars and find the clapper board to complete the level.

We searched high and low to discover the whereabouts of Oscars hidden in the Sci-Fi and Horror Worlds...

## SCI-FI

From the beginning, ride the lift to the top and leap left to grab the first Oscar. Run to your right and jump from the hilltop to find another Oscar at the far-right of the ledge. Keep moving to your right to find yet another of those little statues, as well as a big red elephant.

Make your way to the ledge above and grab the Oscar before returning to the left of the elephant for another one. Work your way back to the start, moving right to grab the final batch of statues.

To reach the clapper board, ride the lifts to the right of the elephant up to the large spaceship guarded by the robot. You find the clapper board just to the right of this position.







There's another apparently inaccessible ledge in the Cemetery Zone. It can be reached the same way as the first (see the Sci-Fi Zone). By leaping into the air you expose more hidden blocks.




If you're looking for Oscar's yo-yo in the first Cemetery Zone, try swimming into the small alcove to the left of the large waterfall. Use it for smashing blocks and defeating enemies.

Another very useful item hiding inside the coins is a bottle of green potion. This makes you invisible and invincible for a short while. Be careful, though, as it has a nasty habit of running out just when you need it most!



Watch out for mine-cars in the Western Level. Time your movements so you can walk between them. Then run and leap over them as they approach you. Most enemies are destroyed by jumping on their heads a few times. It's a lot quicker and safer, though, to bounce over them — especially the smaller ones.

## HORROR

Dash to your right and skip onto the first ledge to snap up your first Oscar. Descend the first set of falls to grab the statue to your left, then fall right down into the water to find yet another. Swim right to the large set of falls and leap out to your right to encounter that big, daft elephant and an Oscar. Continue moving to the right.

Paddle to the far-right to pick up your Oscar and jump out of the water back onto dry land. At the top you see the clapper board with a statue to the right; grab this and head left working your way up the platforms before moving right.

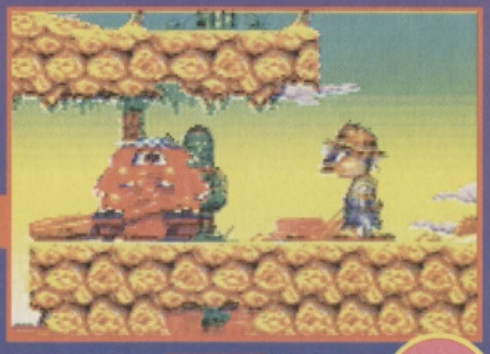
Remember to collect the five Oscars on your way, then drop back down into the water and swim left to the large falls. Use the earlier tip to get the yo-yo and another Oscar. Take the yo-yo to the left and smash the blocks to find one more Oscar. Stay on the sea floor and walk right until you reach the dead-end. Next to this is your penultimate statue; snatch it and return to the clapper board. The final statue's to the left, just past the cemetery gates. Take it, returning to the clapper board to finish the level.





Always be wary of the cacti. Many come to life and rip away large chunks of energy.

Whenever you see the large elephant in the baseball hat, remember to give him a good kick. It's not only good for a laugh, but it also marks your progression through the level. This is very handy as every time you die, you're returned to the last elephant kicked.

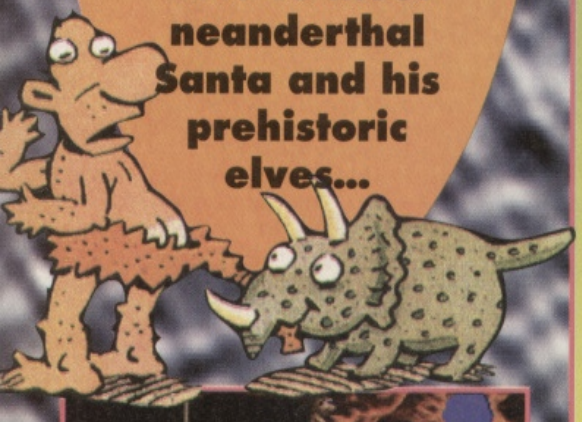


Playing Tips!

# HUMANS 2

## THE JURASSIC LEVELS

**Humans — When they're not beating the living daylights out of each other, they join forces and battle evil-doers, *Jurassic Park* rejects and the world's most testing terrain. Weary from too much of the alternative Christmas spirit, we sat down to help the little blighters find their way home in time to meet neanderthal Santa and his prehistoric elves...**





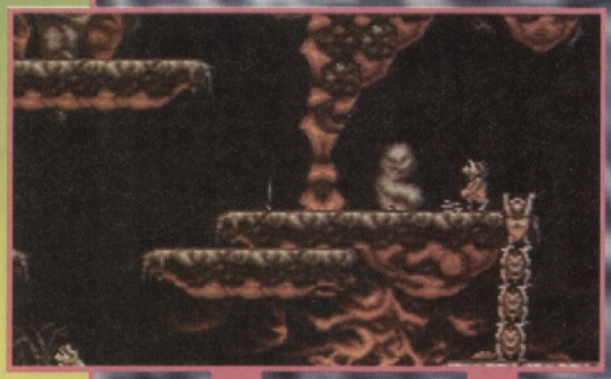
### 1

Although the first stage is there to help you get to grips with the controls, it still takes patience and time to crack.

Kick off by moving your men up the first ladder and building a tower to the left-hand ledge. Make the fifth human scurry up the man-made tower and collect the rope. Climb down and work your way left, using towers and the rope to see them safely across to the far side.

Collect the spear from the pit, then build another man-tower. Climb to the platform above. Use the spear to defeat the ugly human patrolling the ledge, then get the rope guy up there so you can haul up the others. Repeat the tower/climbing process to make it to the top left where you can grab the flame.

Lead your group back to the right-hand side and help the man with the flame reach the top-right ledge. Burn the bush and you're free.







### 3

The Witch Doctor and a rather savage dinosaur appear for the first time on Level Three.

Use the Witch Doctor to change the rather unfortunate guy on his left into a rope, then lower it down. Take one guy down to collect and lower the second rope off the left hand side of the ledge, then let another human descend both ropes to rescue your little buddy, who's being held captive.

After they've clambered back up, lower one of them on the right-hand side to collect the spear. Return to the Witch Doctor's platform and use a man-tower to climb to the dinosaur's ledge. Hurl the spear at the dinosaur, then as he scarpers, grab the second spear and throw that, too.

To finish him off once and for all, get the whole team up there so you can reach the third spear on the ledge above by building another man-tower; another direct hit's the final nail in the dinosaur's coffin.

Return to the point where you collected the first spear, lowering the Witch Doctor and one of his cronies down to the ground, so they can stand on the pressure pad to the right. Leave them here to make the obstacle on the right disappear and open your exit to this level.

Take the remaining humans to the top again, lowering a rope off the right hand ledge so the rope-man and another human can climb down. Lower the second rope down to the ledge below. Guide your remaining human down the rope and the gold (not to mention a well earned victory) is yours!

### 2

From your starting position, climb the ladder and grab the spear. Make a man-tower so the spear-man can descend from the original starting ledge, then continue right utilising the tower skill to reach the right-hand ledge — take the rope.

Haul the others up to the ledge, then lower the whole team down and make a tower for the rope-man to descend. Use the rope to lower a man to the trapped human, rescuing the poor soul and adding a further member to your merry band. Haul them up and descend right to collect the flame.

Reverse the whole process by sending the spear and flame-men scurrying up to the top ledge. Use the spear-man to vault the gap, then throw the flame across so you can burn the bush. Now just vault to the right across all of the gaps to reach the exit.



# Playing Tips!



## 4

Your first task's to collect the rope found on the top left ledge, accessible via a man-tower. Get the wheel, make one of your humans hop on and head for the man-tower on your left. Climb the tower and the set of steps thereafter to get the spear.

Guide the whole tribe back to the platform level and construct a tower so you can reach the right-hand platform and the stranded human found there. Lead the whole tribe to the centre steps and build a tower to the block above, sending the rope-man to the top to bring the whole team upwards.

Next build a tower to the Sumo, spearing him when he's within range. To the left of the Sumo's a pressure pad; leave two tribe members standing on it and use the rope to lower the remaining humans over the right-hand ledge. Use a man-tower to retrieve the rope-man.

To your right is a set of stone steps; climb these using small man-towers. When you've reached the top, build a tower up to the ledge so your flame-man can climb it before burning the bush to gain access to the exit.



## 5

To get the rope, build a man-tower to the right of the start and a further one on the ledge above. Lower the rope over the right-hand side, allowing you to reach the spear in the pit.

Take the team left across the pit, then build another tower to the ledge. Haul the team up with the rope, then repeat the process to reach the next platform. Leave two of your tribe standing on the pressure pad, then lead the others back down and right.

Use another man-tower to return to where the rope was found and get ready to attack the dinosaur at the top of the ladder. As he's walking away, follow him and grab the flame. If you're very lucky, you can push the dino away with the flame before making a dash for freedom, but even if one guy gets eaten the next can retrieve the flame with few problems.

Take the whole tribe back to the two humans on the pressure switch, then build a tower to the left platform. Burn the bush, build another tower and head for the exit.

## 6

Kick off by using the Witch Doctor to change one of his comrades into a rope and lower the magic-man down, building a man-tower to rescue the rope-man. Collect the spear on the left using the rope-man and build a tower to get to the platform on the right of your house. When the whole tribe's together, go down to the platform below using the rope followed by a tower to gather all the humans together.

Head down the ladder, lower the humans down the left-hand side and rescue the trapped tribesman; send another human down the right-hand side to collect the torch.

Throw both the rope and the torch to the left, and vault the spear-man across the gap, throwing the spear back so another human can get across. Grab the torch to burn the bush after climbing down the right-hand side.

Climb the rope again to collect the spear, then use it to vault from the burned bush to the trapped female, finishing the level in the process.

## 7

Send the first human down the ladder to collect the rope, then return to the top and throw it across to the rest of the team. Use it to descend into the right-hand pit, taking the spear before lowering the team off the left side of the platform. Guide the first team member to the flame before sending him to join the others.

Take the whole tribe down to the left using the rope and a tower, then continue right, taking the spear as you go. Go down the steps, then lower the spear-man down the pit to battle the bad guy.

Take the whole tribe to the bridge, sending only the flame-bearer across so he can burn the bush on the other side. Unfortunately the bridge now collapses, so the others must vault across.

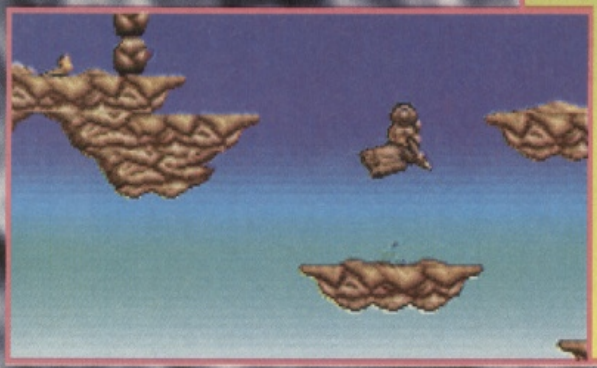
When on the other side of the bridge, build a tower to reach the exit.



## 8

Lead the first human right, vaulting the gap with the spear found there, then throwing it back across so the others can follow. Send the spear-man to the top, vaulting the gap, and throw both spears back down. Hop onto the Pteranadon's back, carrying you to the left where the torch awaits.

Send two humans to stand on the pressure pad at the top of the second ladder, then walk past the rocks and collect the aforementioned torch. Now bring the final tribesman to the top and throw the rope to the left. Vault after it with the spear, then lower the rope down the left-hand side. Use the high-flying Pteranadon to fly back to the rope.



Guide the rest of the team to the top level, collecting the rope lying there. Drop it off the edge and lower it from the left of the next platform, taking the whole team down. Rescue the stranded man by flying down on the Pteranadon, stepping off when it's at its lowest point.

When the majority of your tribe reach the bottom, throw the torch to the left and vault after it, tossing the spear back so the others can follow. Burn the bush, build a small tower and bring the rest of the team across. Now you can reach the elusive exit!

## 9

First of all, climb the ladder to reach the rope, then go back down the ladder. Head right and throw the rope to the tribesman on the upper platform. Use the rope to raise the other humans.

Head back to the top of the ladder; use man-towers to grab the spears from the left and right platforms. When you reach the right-hand ledge, haul the team up and guide a spear-man to the top. Vault right, then throw the spear back. Return using the new spear, moving down and right.

Send two spear-men to kill the dinosaur, and, when he's dead, climb the ladder to collect the torch. The others can return by vaulting; get them to build a tower leading to the bush. Burn it, then hoist the team up. Use another tower to reach the exit.



## 10

Use the main team at the bottom to build a tower, allowing you to grab the spear. Vault them all across to the far-right, building a further tower so you can get the rope.

Send all the men to the dinosaur's platform, then build another tower to collect the spear. Use all three spears to wipe out the dinosaur, then vault to the left and climb the ladder. Build a tower so two humans can stand on the pressure pad, then retrieve the torch using a tower and the rope. Burn the bush, then build a few more towers to reach the woman awaiting rescue, completing the level.



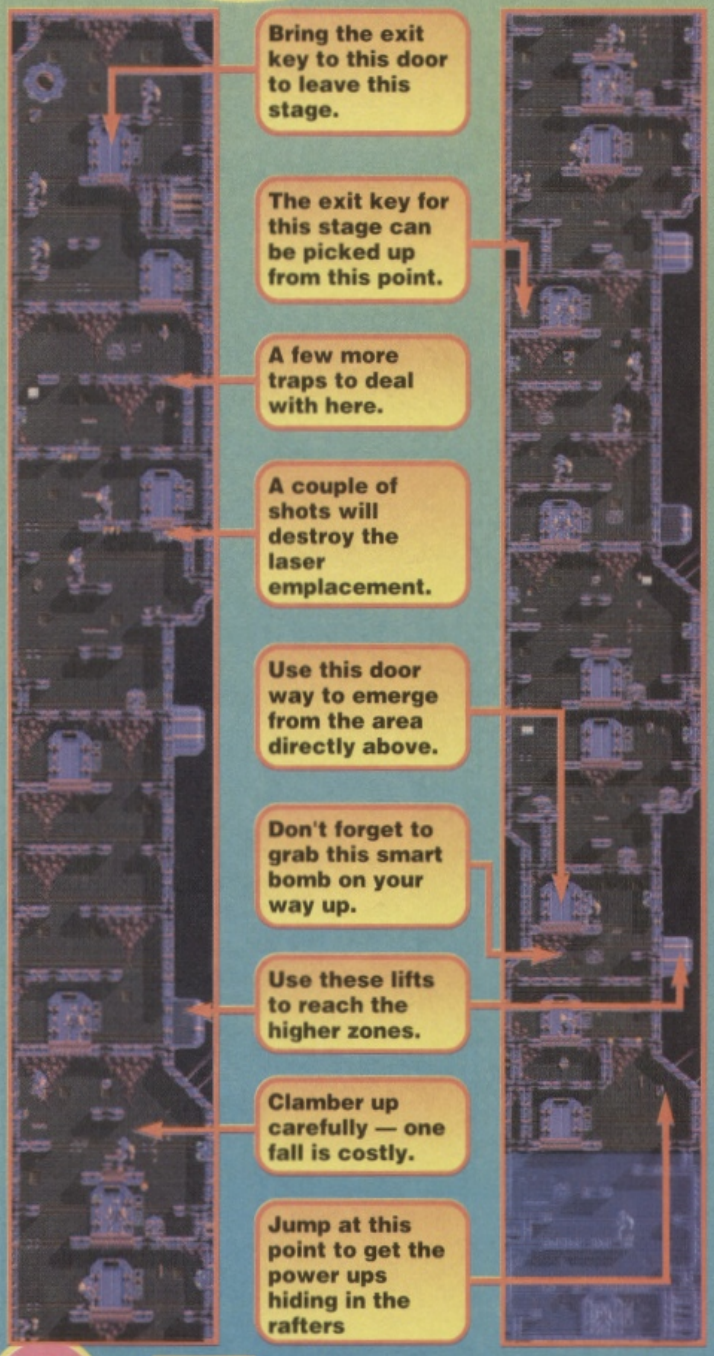
**So far, so good — join us again next month for more prehistoric pranks with the Humans.**

# Playing Tips!

# DEEP

**Deep Core originally got a mixed reception. There's some great blasting on offer, but some of the devices slow you down without taxing the joystick. Here's some maps to help you on your way...**





Bring the exit key to this door to leave this stage.

The exit key for this stage can be picked up from this point.

A few more traps to deal with here.

A couple of shots will destroy the laser emplacement.

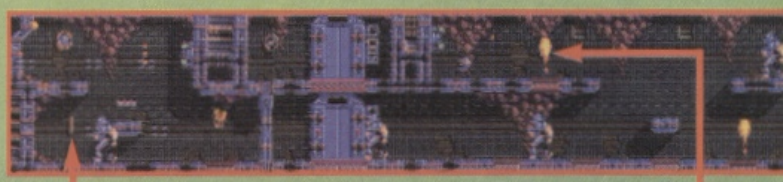
Use this door way to emerge from the area directly above.

Don't forget to grab this smart bomb on your way up.

Use these lifts to reach the higher zones.

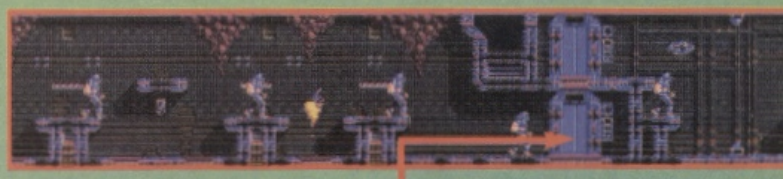
Clamber up carefully — one fall is costly.

Jump at this point to get the power ups hiding in the rafters



A bonus item is just waiting to be picked up in the lower corner of this room.

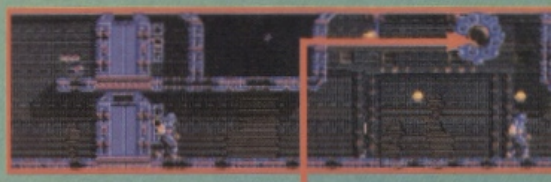
Avoid the flames shooting from the fl



You've a planet-full of foes to beat, so keep all your wits about you.

Going up in the world? Use this door to gain access to the ledge above.





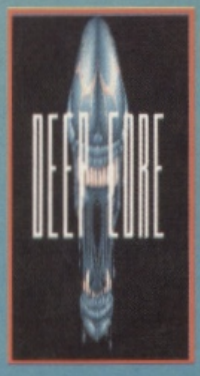
A smart bomb soon destroys these evil aliens, so remember to keep a few handy.



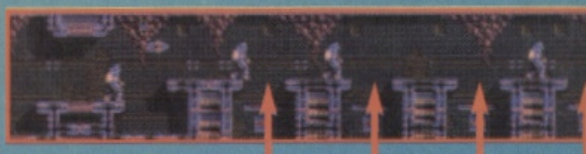
Use the keys from earlier in the zone to open these doors

Turrets begin to fire at you about now...





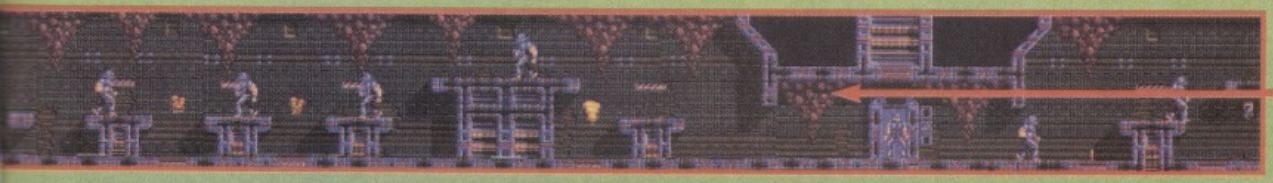

Waahey — these look like rather nasty pieces of machinery, which need to be avoided!



Timing is essential when making these jumps, as one mis-timed jump will send you to your death.

# CORE

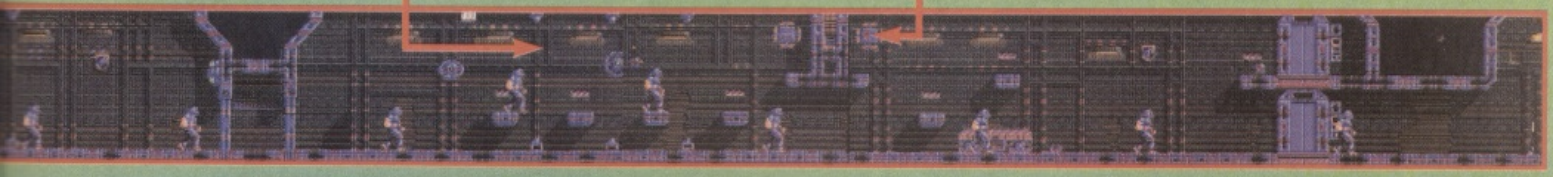


You start your journey in the second zone at this point; go left and collect the keys needed for the return trip to the right. It's a long, hard slog but you can do it...

Wait until the lasers have launched their beams before you pass through them.

Hit these switches to make the train carriage move right and blow up the mines.



Another large laser spitting alien can be found hiding in this room.

Watch out for attacks from above as well as the sides...

Use the keys from earlier in the zone to open these doors.



The shots from these turrets spread in three directions so remember to jump them to avoid their bullets

Use the key marked with two lines to enter the subspace tunnel to the rest of the zone.





Look out for attacks that suddenly crash down from the roof!

Enter this door to discover the room which contains the exit key.

Be careful now — the problems get worse!



Entering this bottom door will send you into a bonus room with plenty of useful icons.

Keep your eyes open for power-ups as you move through the game.

Try to leap from the edge of the platforms.



Again, you need to be careful — there's no point in rushing now!

A few more brushes with danger and you're nearly there...

The exit door to this zone can be found after a quick dash through here.

Playing Tips!

# Lemmings™ Lifeline



Having nightmares over small green-haired beasties? Are tiny voices disturbing your sleep? Panic no more — the LEMMINGS LIFELINE's back to end your turgid troubles and give your minuscule mates a splatter-free Christmas! Remember, if you're having problems on any level from the original *Lemmings*, *Oh No! More Lemmings* or *Lemmings 2*, write to: *Lemmings Lifeline*, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Remember, you MUST include the name of the game, the level you're stuck on and (where applicable) the password for that level. Sorry folks, but we can't give personal replies, so don't send an SAE.

## NIGHTMARE ON LEM ST

**(Lemmings; Fun Level 26)**

Although this level looks deceptively simple, with only two Lemmings to save, it takes some nifty mousework to stop them getting creamed. So in true 'Allo 'Allo style, pay attention — I vill say zis only vonce...



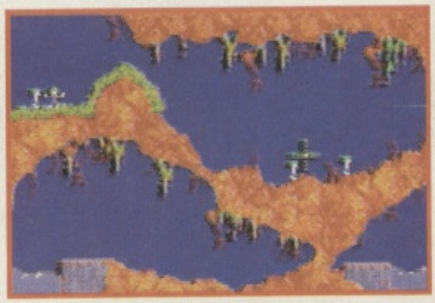


## YOU LIVE AND LEM

**(Lemmings; Fun Level 21)**

This level doesn't pose too much of a problem. As long as you use your builders and diggers to negotiate the traps and excavate the ground, you're laughing.

**1** As your Lemmings fall from the entrance and begin to walk right, turn the third little chap into a blocker to stop the others following.

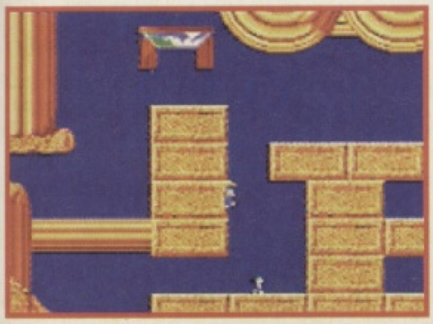


**5** Use a basher to smash your way through the piece of earth blocking your path.

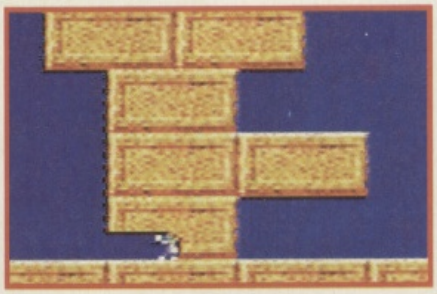


# Playing Tips!

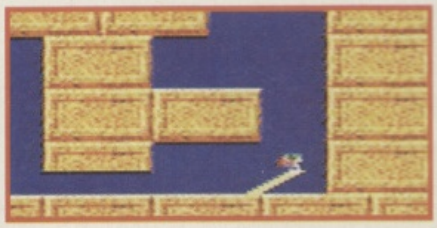
**1** As soon as your two Lemmings reach the edge of the first block, turn them into floaters so they drift safely to the foot of the screen.



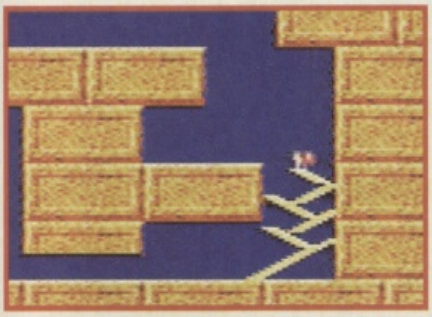
**2** When they've reached the bottom, they walk right and come to a wall. On reaching the wall, turn them both into bashers to break a pathway through the block.



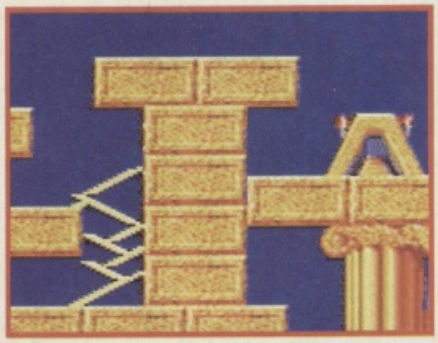
**3** When your first Lemming's level with the end of the large suspended block, turn him into a builder to create a bridge up to the wall on the right.



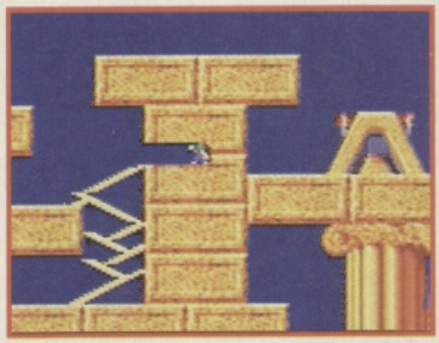
**4** When the second Lemming catches up with the first, turn him into a builder too and set them building a zig-zag pathway up to the large suspended block.



**5** When they reach the top of the block, make them build another bridge to the right-hand wall.



**6** As soon as your team reach the wall, bash your way through to the right and beat a pathway to the exit...



**2** When your fourth Lemming's on his return journey, turn him into a blocker just as he passes under the entrance. This stops your team falling into the water on the left.



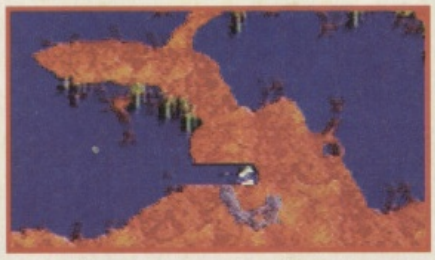
**3** As your advance party of Lemmings gets above the iron blocks, make them dig down to the space below.



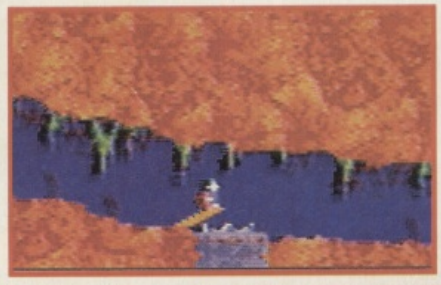
**4** On landing, turn your team into builders and build a bridge over the water.



**6** It's time for more bashing! Dig a pathway to the right, through the large piece of earth. If any of your team turn round, make them build across the water from the other side to keep them safe.



**7** Keep your team moving right, using your building skills to create another bridge over the square of metal containing the Lemming-trap. They should now reach the exit.



**8** Blow up your right-hand blocker allowing the rest of the gang to stroll safely home.



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# TIPS BITS



**Welcome to our handy helpline, written BY the readers FOR the readers!**

**Remember, if you're stuck on a game, write in. If the A-Team can't help you, our army of readers are only too pleased to lend a hand. If you can help a disgruntled Amiga gamer or if you've some new tips or cheats, drop us a line.**

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**Write to us here at: TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

## GALDREGON'S DOMAIN

Q a ■ Could you, or the Tips Bits readers, offer any tips or cheats for the game *Galdregon's Domain*? I believe I need to collect five crystals; unfortunately I can't get my hands on any of 'em.

**Miss C. Taberon, Devon**

■ Well Miss C, Tips Bits has come up trumps once again. Here's a guide to finding the objects you need to kill each of the five gems' guardians.

The first thing to remember is keep your strength and stamina high; only fight if you have to. Keep your characteristics on the screen at all times, too. A lot of objects are just lying around and cannot be seen unless you do this.

Now for the information we promised about those all important gems...

**GEM 1:** This is guarded by a lich deep inside Rotari's Castle. You need the cross from the Demonmaster's tower to defeat him.

**GEM 2:** This is found in the Caves of Doom and is guarded by a rock monster. To win the item needed to defeat it, you must kill all the enemies in the cave — you then find a diamond. Use this to kill the rock monster.

**GEM 3:** Deep within the catacombs below the Temple of Set lies the third gem, guarded by a large demon. To kill it you need the ceremonial dagger.

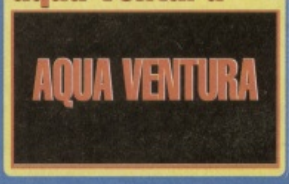
**GEM 4:** At the South-West corner of the map there's a hidden labyrinth. Enter this and kill the Minotaurs — you find a key and a mirror. Next, seek out Medusa and use the mirror to defeat her. The gemstone is on her corpse.

**GEM 5:** Go to the Forest of Elves on the Western side of the map. Here you find the Elf King, defeat him and grab his Elven cloak. Go to the Assassins' Forest to the South-East and kill the assassins' leader to collect the fifth and final gem.

# CUT 'N' CHEAT!

**THERE'S NOTHING WORSE THAN GAMES PACKAGED IN HUGE BOXES THAT ARE 90% AIR — HOW BIG ARE OUR SHELVES SUPPOSED TO BE? THESE CHEEKY CHEATS WON'T EXACTLY FILL 'EM, BUT THEY'RE DARNED USEFUL ALL THE SAME.**

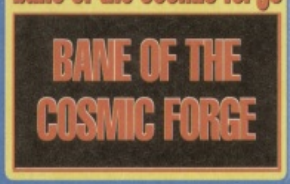
### aqua ventura




### atomic robokid



### bane of the cosmic forge



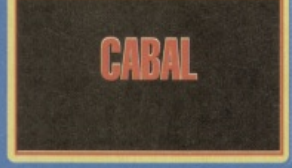

### the blues brothers



### brides of dracula



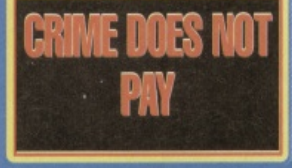

### cabal



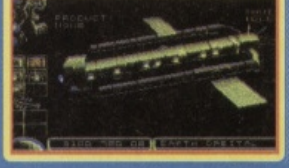

### civilisation




### crime does not pay




### deuteros



# Playing Tips!

## GOLDEN AXE ■ IK+

**Q** ■ Please can you help me — I'm stuck on *Golden Axe*. I can't rescue the king and his daughter as I keep running out of lives. Is there a cheat mode for the Amiga version? Also, do you have any cheats for *International Karate +*?
**Mr Davies, Sussex**

■ Can do. When playing in one-player mode on *Golden Axe*, plug a joystick in the mouse port. When you die, press fire on the second joystick to keep playing with player two's lives.

In *IK+*, press space when floored to become unbeatable for the rest of the level.
Hope those helped you out, Mr Davies.

## SYNDICATE

■ Chris Francis from Liverpool has written in with some cheats for *Syndicate*. Enter your company name as ROB A BANK for 100,000,000 credits. If you type NUK THEM at any time during the game, you can select the missions in any order.
Thanks for those cheats Chris, I'm sure lots of people are very grateful.

## MEGA-LO-MANIA

**Q** ■ Could you please help out as I'm getting really desperate. Has anyone a list of codes for *Mega-Lo-Mania*? Please help me — I can't live without 'em.
**Tracey Moore, Paignton**

■ All right, calm down. We have a couple of codes which give extra men on almost every level. Enter your password as SCARLET or MADCAP and watch those armies grow.
If anyone has a complete list of codes, drop us a line.

## DUNGEON MASTER ■ MOONSTONE ■ EYE OF THE BEHOLDER ■ MONKEY ISLAND ■ CHAOS STRIKES BACK

■ Can anybody help me? I'm in drastic need of tips or cheats for *Dungeon Master, Moonstone, Eye of the Beholder, Monkey Island* and *Chaos Strikes Back*. Any help you could give will be greatly appreciated.
**James Lowe, Sheffield**

■ We've searched high and low and come up with the following *Moonstone* tips to help you out all you lost gameplayers.

On reaching Stonehenge, if you don't want to sacrifice a valuable item place the pointer on the words GOLD, STRENGTH, CONSTITUTION or ENDURANCE and press fire. The Druids then go ahead with the ceremony and you get an extra life without losing anything.

In *Chaos Strikes Back*, to make yourself invincible find a dragon and cast the MO ZO GOR SAR spell. Press escape twice to pause the game, and with the left ALT key held, type LORD LIBRASULUS SMITHES THEE DOWN. Unpause the game and kill the dragon to get a firestaff. While you're holding this your team's invincible.

If anyone can help James with the other games he mentioned, please let us know by writing to the usual address.

### aqua ventura
PSYGNOSIS
On the options screen, hold Control and F10 — press Fire to start. You can now skip levels by pressing L and flit to the tunnel section by hitting T.

**Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!**

### brides of dracula
ZEPPELIN
When playing *Dracula*, go right from the first screen and transform the first two women into vampires, taking them back to their coffins. Return to the first screen again, walk between the lift and the second table and crouch down just past the skulls on the floor. A vampire then appears, ready to be put into her coffin. Do this again and again to get all 11 vampires, then slaughter Helsing.

### the blues brothers
TITUS/PRISM
Type 'HOULQ' on the character-selection screen and the background colour changes from blue to red. Press 1-6 and space to access the said level with infinite lives.

### bane of the cosmic forge
US GOLD
For loads of experience points go to Queegueg's shop, enter and leave again. Turn right and go forward two spaces. Turn left, proceed to the end of the hall and turn right again. Go all the way down and pass through the two doors. Save the game, then mount the stairs. Hold your finger on the left or right turn-key which spins you around, attracting wandering monsters you can kill for lots of points.

### atomic robokid
ACTIVISION
Type 'TUESDAY 14th' on the title screen. When you hit fire you get a rather useful secret options screen.

### deuteros
ACTIVISION
During play, press Caps Lock and then the C key twice. The background turns red with the first press and returns to normal with the second, showing the cheat's activated. While it's engaged you always have one of everything in stock. Building a factory while the cheat's on only takes one orbital factory section (though this doesn't work for the Earth factories). A resource station's automatically built too.
To turn the cheat off, press Caps Lock then the C key twice as before — the background turns green with the first press. Note — if this doesn't work, try our other coupon cheat.

### crime does not pay
TITUS
Pause the game and type 'HALTBAKK IS THE KING' for infinite lives.

### civilisation
MICROPROSE
Press ALT and R to randomise the leader's personality.
In early versions, pressing shift and 1234567890t gives a complete world map that lets you see into enemy cities. Unfortunately, this feature wasn't included in later copies.

### cabal
HIT SQUAD
Type 'SCHLIKA' during the game and the border flashes. You have infinite lives, while F2 skips levels. Also, like *Beast Busters*, the crosshair can be moved while the game's paused, making it easy to home in on the enemy.

## ONE STEP BEYOND

Dave Harris of Merseyside has very kindly supplied us with a complete set of level codes for *One Step Beyond* — all one hundred of them!

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1 | 48474 | 26 | 44215 | 51 | 40001 | 76 | 27720 |
| 2 | 39943 | 27 | 26705 | 52 | 56488 | 77 | 04473 |
| 3 | 22881 | 28 | 05384 | 53 | 30953 | 78 | 32193 |
| 4 | 62824 | 29 | 32089 | 54 | 21905 | 79 | 36666 |
| 5 | 20169 | 30 | 37473 | 55 | 52858 | 80 | 03323 |
| 6 | 17457 | 31 | 04026 | 56 | 09227 | 81 | 39989 |
| 7 | 37626 | 32 | 41499 | 57 | 62085 | 82 | 43312 |
| 8 | 55083 | 33 | 45525 | 58 | 05776 | 83 | 17765 |
| 9 | 27173 | 34 | 21488 | 59 | 02325 | 84 | 61077 |
| 10 | 16720 | 35 | 01477 | 60 | 08101 | 85 | 13306 |
| 11 | 43893 | 36 | 22965 | 61 | 10426 | 86 | 08847 |
| 12 | 60613 | 37 | 24442 | 62 | 18527 | 87 | 22153 |
| 13 | 38970 | 38 | 47407 | 63 | 28953 | 88 | 31000 |
| 14 | 34047 | 39 | 06313 | 64 | 47480 | 89 | 53153 |
| 15 | 07481 | 40 | 53720 | 65 | 10897 | 90 | 18617 |
| 16 | 41528 | 41 | 60033 | 66 | 58377 | 91 | 06234 |
| 17 | 49009 | 42 | 48217 | 67 | 03738 | 92 | 24851 |
| 18 | 25001 | 43 | 42714 | 68 | 62115 | 93 | 31085 |
| 19 | 08474 | 44 | 25395 | 69 | 00317 | 94 | 55936 |
| 20 | 33475 | 45 | 02573 | 70 | 62432 | 95 | 21485 |
| 21 | 41949 | 46 | 27968 | 71 | 62749 | 96 | 11885 |
| 22 | 09888 | 47 | 30541 | 72 | 59645 | 97 | 33370 |
| 23 | 51837 | 48 | 58509 | 73 | 56858 | 98 | 45255 |
| 24 | 61725 | 49 | 23514 | 74 | 50967 | 99 | 13089 |
| 25 | 48026 | 50 | 16487 | 75 | 42289 | 100 | 58344 |

## THE SECRET OF MONKEY ISLAND

Q: After speaking to the pirate leaders about the three trials, I can get to the swordmaster but cannot defeat her.

Also, can you tell me how to get the idol of many hands and where to find the lost treasure? And how do I get across to Monkey Island?
Wayne Hay, Reading

A: No idea — can anyone help?

## ACTION REPLAY

Q: Due to the lack of Action Replay codes in most mags (except yours) here's a few extra for you...

**Bloodwych** 4F22, 3 = 4E, 71 = infy spellcasting

**B'wych Data Disk** 58A4, 5 = 4E, 71 = infy spellcasting

**Centurion — D.O.R.** C1E6E6, 7 = Talents (03,E7 = 999 [max])
C21FE4, 5 = Manpower (1B, 58 = 7000)
C21FF1, 2 = Tribune (max 9999)

**D/Generation** COACC6, 7 = 4E, 71 = infy lives
C104d6, 7 - 4E, 71 = infy grenades

**Desert Strike** C1835E (TFD) = infy lives
COODDEE-E4 = 4E, 71, 4E, 71, 4E, 71 = infy fuel
COD5F4-7 = 4E, 71, 4E, 71 = infy weapons

**Deuteros** 19D56 = men
238D0, 1 = 4E, 71 = infy fuel (shuttles)
23920, 1 = 4E, 71 = infy fuel (I.O.S's)

**Kid Gloves 2** 30B12, 3 = 4E, 71 = infy
everything 30A7B = Fireball (use #39 [9])

**Lionheart** C13738 = lives



# Playing Tips!

| | |
|---|---|
| | 2.26C1ED = orbital lasers |
| | 6C1EF = fighters |
| **Pinball Dreams** | 3402-7 = 4E, 71, 4E, 71, 4E, 71 = infy balls |
| **Prehistorik** | C0830F = lives |
| | C08311 = energy |
| **Rick Dangerous** | 44972 (TFD) = lives |
| **Rick Dangerous 2** | 178AE (TFD) = lives |
| | 17892 (TFD) = bullets |
| | 178A0 (TFD) = bombs |
| **Titus The Fox** | C167A6, 7 = 4E, 71 = infy lives |
| | C12200-5 = 4E, 71, 4E, 71, 4E, 71 = infy energy |
| **Wizball** | 5907C (TFD) = infy lives |
| **Global Gladiators** | 45E6C (TFD) = infy lives |

If the code has TFD after it, use the tfd address. All others use the M command. For the ones marked 4E, 71, see page 38 in the manual.
**Andy Lawson, Torquay, Devon**

■ Cheers Mark — thanks, too, for the *Myth* tip we used in Cut Out 'n' Cheat.

It's always difficult to differentiate between 'O' and zero and 'I' and one in hand-written notes. If your code doesn't work, try a little swapping.

## EYE OF THE BEHOLDER

■ Having read your October issue, I can help Jonathan Couch who's having problems with *Eye of the Beholder*. I can give you the complete solution to the game, but it'll have to be in instalments, as I completed it a while ago, and I'm replaying it to see how I did it!

Here are the solutions to the first three levels. The maps for these are provided with the game.

**LEVEL ONE**

This level's fairly easy and needs very little help. The Monsters, Kobolds and Giant Leeches aren't a problem.

Keep hold of the halfling bones found at the beginning, as they can be resurrected at a later date to create another party member.

In the bottom right-hand corner, there are two zig-zag corridors coming to dead-ends. Push the centre bricks on the walls to the side, and secret doors will open.

The sewer has changed slightly since the map was drawn, but it's still fairly easy to negotiate.

To leave the level, place an object on the floor-panel in front of the door. The door shuts. Step to the right and push the button. The door re-opens and stays open.
Darren Jordan

■ Cheers Darren — that's all we had room for this month, but look forward to levels two and three next ish!

**This month's subscription winner is Darren Jordan for his ace guide to *Eye Of The Beholder*. We couldn't fit in everything he sent, so stay tuned — more next month!**

**Keep the tips, cheats and hints coming in. The more you send, the more we print and you can never get too many tips!**

### dungeon master
PSYGNOSIS

To dispatch monsters without a fight, go through a door and stand on the other side. When they follow, repeatedly slam the door on their heads.

### dojo dan
EUROPRESS SOFTWARE

For infinite lives, type 'WOOLANKIDKISKSBUTT' during play. You also get a permanent shield which can be activated by pressing S.
F8 completes the level, and F9 the section.

### deuteros
ACTIVISION

Go to surface or orbital stores-room, hold down Shift and press C. The screen goes green. Now hold Shift and press C. Click on any icon, preferably Master Control, and return to the stock-screen. It looks like there's one of every researched product in stock, though you've actually an infinite amount at hand. Orbital space-stations can be built with one frame section. Note — if this fails, take a stab at our other coupon cheat.
When you're about to be defeated by a Mechanoid fleet, keep to the screen with a picture of an Orbital Factory on it. Advance time until the picture of the factory disappears, then go to the square with the self-destruct-mechanism. Activate it, then turn it off straight away. You should find you've your colony back with IOS drones.

### federation of free traders
GREMLIN

To sell any of your goods for loads of money, press T and Return on the net to talk to the alien as stated on the other coupon. Keep at him until he offers you something, then enter a ridiculously huge number. He says you have insufficient funds — log off. Now, when you buy or sell anything, it goes for whatever you entered.

### fast lane
CASCADE

Whatever the manual says, there's an automatic gearbox option — press G to toggle between manual and automatic modes.
Pause the game with F1 and then unpause with the space bar when qualifying. The time's now frozen, allowing you to go as slowly as you want and remain in pole position.

### f16 combat pilot
ACTION

To avoid landing, try the following: jettison your fuel, weapons and climb to 65,000 ft. Stay there until your fuel runs out, dive towards the ground and at 10,000 or 11,000ft pull up hard. You can then rise about 4,000 ft and start falling towards the ground. Just as you hit the deck, the mission ends safely.

### dyna blaster
PLAYBYTE

Level Codes:
3-1: MXVCLSAH
4-2: ROCEGMPU
5-1: ROLCLSEW
6-1: ROFVWBNL

### robocod a1200
MILLENNIUM

On the title screen type O.S. FRIENDLY. Typing M during the game now calls up a level access menu.

### player manager
ANCO

Buy young, cheap players and keep them for a whole season. Next year their price increases — you should have no trouble selling them for a big profit.

### pga tour golf
ELECTRONIC ARTS

Before you start the first hole, enter tournament statistics. Look through them for a while and play as normal to activate cheat mode.

### parasol stars
OCEAN

Type CYNIX during the game, then hit the following keys to activate the cheats:
X: Level Skip
C: Extra Credits
B: Bonus Screen
G: Kills All Enemies
M: Collect All three Stars

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Next Month!

# FORTHCOMING ATTRACTIONS

## IN NEXT MONTH'S AMIGA FORCE

### MEAN BUSINESS!



We've been thoroughly impressed with *Mean Arenas* from ICE — next month we'll bring you the full review of what could be the sleeper hit of the year!

### FRONTIER PLAYERS' GUIDE



From Lave to Sol, we're already preparing our first batch of playing tips that will get you trading and raiding in no time! Pointers on combat, missions, landing (without the automatic pilot!), illegal trading and just about everything else you ever needed to know will be there in full. Prospective millionaires shouldn't leave base without this gargantuan guide!



Dennis

ISSUE 14 — ON SALE 23 DEC!

### GET MENACED

Ocean's film licence, *Dennis*, is on its way, giving you the chance to menace the neighbourhood without getting into trouble!

### GETTING NUTTIER...

More shenanigans from the Mancurian boys, Mr Nutz just missed out on the Christmas AMIGA FORCE, but he's planning to come out of hibernation in time for our New Year spectacular. It looks like it's going to be a real corker!

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| MAX COLOURS ON-SCREEN | 256,000 | 64 |
| FULL-SCREEN VIDEO CD | OPTIONAL | NO |
| DUAL-SPEED CD DRIVE | YES | NO |
| 4 VOICE STEREO SOUND | YES | YES |
| MULTI-SESSION | YES | NO |
| S-VHS OUTPUT | YES | NO |
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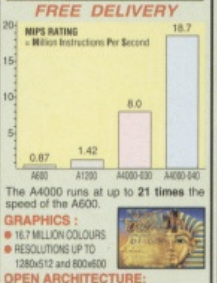
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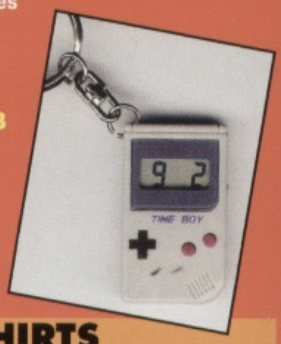
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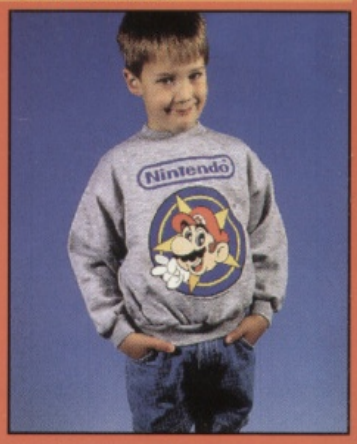



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# amiga FORCE

ISSUE 15
FEBRUARY 1994





## 6 READ ALL ABOUT IT

All the latest news, including vital information on Intelek's *Championship Manager Italia*. Plus the all-important Amiga Top 20.





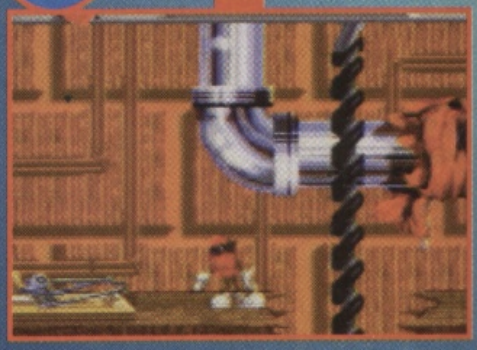
## JUST AROUND THE CORNER 10

We take a good hard look at the top forthcoming releases. Check out the stunning *Robinson's Requiem* from Silmarils. Also, Alternative's *Dennis and Gnasher* and Core Design's *Universe*.

## RICH PICKINGS 22

We've got more in the way of top-of-the-range reviews this month than you'll know what to do with! Check out the awesome *Cool Spot*, plus *Liberation*, *Zool* and *Sensible Soccer* on the CD32.




## THE SETTLERS 14

An epic god-simulation from Blue Byte hits the streets and it's fantastic. We review the breathtaking *Settlers*.





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## BUDGET BARGAINS 48

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There's a new man in town. His name's Stix and he's had the dubious pleasure of stepping into Ian Osborne's size nines to bring you the lowdown on the world of shareware.





### MORTAL KOMBAT

60

The ultimate beat-'em-up sorted by our top tipsters! All the special moves, all the death moves and the Reptile cheat revealed in our comprehensive player's guide. No-one will be kicking sand in your face once you've read this!



### STARDUST SOLVED

Let those pesky asteroids bother you no longer. All the problems and puzzles are overcome in our complete guide to the Solar System.

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### 74 LEMMINGS LIFELINE

Yet another batch of solutions to the trickiest game on the market. This month we solve yet more problems involving the lovable, laughable Lemmings!

### CUT OUT 'N' CHEAT

77

Add these to your ever-growing collection of cheats, level codes and hints. Plus the scrumptious Tips Bits column.

### 82 NEXT MONTH

Check out what's coming in the next multi-orgasmic issue of AMIGA FORCE!


amiga FORCE

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# Read all about it!

## NEW SENSATIONS

**The New Year celebrations seem to be endless — even though we're coming to the end of the first month of '94, the quality of games ever increases and the CD32's finally being treated seriously by software houses and press alike!**

**We finally managed to get our hands on *Zool CD*, and, while it doesn't exactly stretch the capabilities of the CD32, it's still a cracking game, with enough modifications and additions to keep you interested! *Liberation*, *Lunar-C/Overkill* and *Sensible Soccer* are also covered — not quite a full quota of games, but at least the number being released is approaching a respectable figure!**

**One of the problems with the current crop of software lies with the fact that the majority are ports, albeit occasionally with odd modifications. What we really want are games created with the CD32 solely in mind, therefore forgetting the 'limitations' of one- button joysticks and 16bit power. Of course, this all costs huge amounts of development money, which would have to be clawed back at consumer level. Without the user-base, that just isn't going to happen; without really decent games, the user-base isn't going to expand. Over to Commodore, methinks — it's their machine, and some heavy development behind some mind-blowing games wouldn't go amiss.**

***Settlers*** **wins the Rave Review accolade in this issue, having really impressed the AF crew with its in-depth gameplay. Those who found the likes of *Powermonger* and *Populous* to their liking will revel in this great new game! There's also a new footy-sim from Intelek, the team who put together *Championship Manager*, along with *Goblins 3*, *Zool 2* and much more!**

**Finally, it's goodbye from all the Force crew in Devon. We're of to bigger and better things, leaving AMIGA FORCE in the hands of those nice boys in Ludlow!**

## CUM-AN-A GET IT!

Currently available for a cut-price £49.95, the Cumana CAX354 3.5" disk-drive below appears to be the perfect answer for those wishing to end those disk-swapping blues. As slimline as second drives are likely to get, the CAX354 is an affordable and robust little unit, perfect for the first-time-buyer (crikey, we sound like an estate agent!).






## IN A DAZE

Programmed by Silmarils, those people behind *Ishar 1* and *2*, *Ishar III's* due out in March/April from Daze and could well be the best of the bunch. A host of features, additions and innovations are promised — select a team from 100 different characters, create magic potions, become caught up in real-time fights, utilise teams from earlier games, and basically get caught up in what looks like one very absorbing adventure. Look out for a playtest in the near future!

Other Daze goodies on the horizon include a footy-management sim and *Robinson's Requiem*. Check out the preview pages for more information!

## THE A-TEA

As of the next issue, the editorial control of this fine mag returns to Impact in Ludlow with Nick Roberts as editor. So it's goodbye to the fat tips boy jokes and constant digs at Ian Osborne and hello to a bright and sparkly new magazine. Thank's Devon milky, milky boys!

### Chris Marke Ex-Editor



Although he supports Chelsea, this man claims to be something of a football freak. Freak we'll give — a football he is not. Once compared to a dying swan (his dives at football matches are legendary).



### Mark Smith Ex-Managing Editor

The Arse-nal fanatic among us has a tendency to pick on those who are a) fat and b) ugly. Can be found in the toilets shouting at mirrors. Once compared to his dad.




# THEY ARE THE CHAMPIONS!

NeWs!




*Championship Manager Italia's* the latest and arguably greatest management-sim from those boys at Intelek.

However, unlike *Championship Manager '93*, produced by Domark, the Intelek lads are going it alone with this one, making the game available mainly on mail-order (it's worth mentioning at this point that Domark did put a few out on the shelves, albeit £8 more).

The game, a real cracker, is reviewed in this very issue. You can purchase it direct, sending a cheque or PO made payable to Intelek, at the following address:

**Intelek Software, PO Box 1738, Bournemouth, BH4 8YN.**

Allow 28 days for delivery (hopefully, it'll get to you a lot quicker).

For those waiting for the next instalment of what's turning out to be a classic series are in for something of a wait.

Intelek are using the next year to develop and program the sequel to CM'93. Expect one helluva game!




# EVERYTHING YOU EVER WANTED TO KNOW...




If you're having difficulty getting to grips with your brand new A1200, then fret no more. Help's at hand through Bruce Smith's Amiga 1200 insider-guide — Next Steps, which takes you through the machine, offering advice on Workbench set-up, configuring the A1200 for different screen displays, details on viewing documentation and pictures in MultiView and other such things.

Retails at £14.95 and available at numerous computer outlets and bookshops.

# TOUCH ME GENTLY!

The Turbo Touch 360 hand-controller's now officially the best-selling joystick of the UK mail-order market. Originally launched in the Christmas period of 1992, Hornby are obviously pleased with their 'revolutionary' star-performer.

The reasons for its success are worth noting. This baby has a touch-sensitive control pad, meaning you barely have to touch the pad for it to react.

Takes some getting used to but, after a while, this makes playing some games less of a chore, while the special moves in games such as *Streetfighter II* and *Body Blows* are far easier to access.

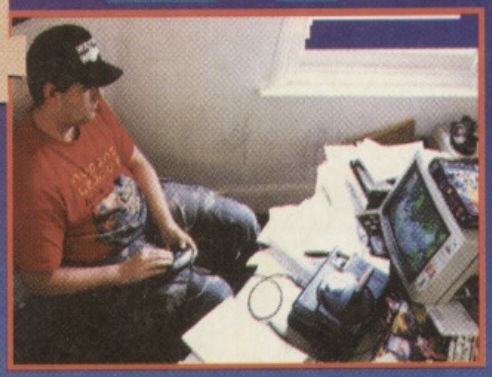



# M '94

## Hayden 'Stix' Jones
### Ex-Staff Writer

Ex-SEGA FORCE MEGA man, the musician of the team finally saw the light and defected to the more intellectual side of life. If only we could now convince him that Torquay United and football don't mix, we'd really be onto a winner. Once compared to Bruce Willis (they share the same hairline).



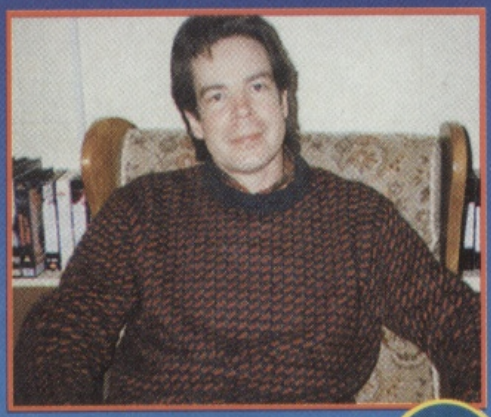


## Marc Powell
### Ex-Tips boy

Anoraks of the world unite! Our very own tips boy tried to get onto the Anorak of the Week spot on the *Big Breakfast* once, but he got turned away for his unphotogenic charm. Once compared to that fat bloke everybody picked on in *Grange Hill*. Still is.

## Phil Wakeham
### Ex-Sub-editor

The old man of the group, who obviously finds subbing the works of this group a strain. Apparently has shares in the local off-licence. Once compared to Oliver Reed.

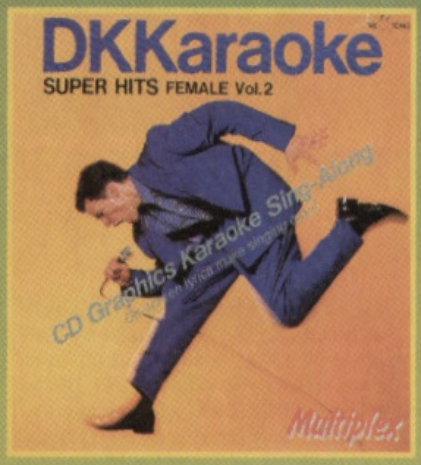


News!

# MOUSE IN THE HOUSE

Quickshot, famed more for their responsive and reasonably-priced joysticks, have recently made available the Mouse 122 (right).'Ergonomically-designed for maximum comfort' (or so it says here!), Mouse 122's compatible with most Amigas and priced at £14.99.






# KARAOKE KRAZY!

Purveyors of style and fashion-leaders refute the effect of Karoake machines, yet those people at Arbiter Leisure still believe there's life in the old chestnut yet, making 20 disks available for use on the CD32. There are Super Hits Male Vol 1 (Chris' personal favourite, including the likes of *I Write the Songs* and *My Girl*); Golden Duets (Smith and Stix do a wicked duet on *Too Much, Too Little, Too Late*), plus others, including Hits of the '60s and Country Hits.

We were lucky enough to also receive Super Hits Female Vol 2; then again, maybe it wasn't so lucky after all, since the tips boy is prone to break out into a verse of *Like a Virgin*. It's enough to put you off your food!

# NO RESERVATIONS



Late news is better than no news (sort of), as it recently came to our attention that Special Reserve, those mail-order specialists, recently opened a spiffing new 2000 sq ft shop in Chelmsford.

Games, machines and more games now grace the sleepy Essex town, with opening hours from 10am to 8pm seven days a week. You'll need to become a member to purchase at their special prices, although you can do all that on the spot when you pop along for a visit.

What's most intriguing, though, are the sad lads who decided to dress up and make a day of it. Unfortunately, their dress-sense left much to be desired...





# Top 20!

ELSPA CHARTS PENGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

*Frontier's* still at the top of the charts — don't say that we didn't tell you it would be (but we didn't!).

| | | |
|---|---|---|
| 1 | **Frontier: Elite 2** | Gametek |
| | **Premier Manager 2** | Gremlin Graphics |
| 3 | **Championship Manager** | Domark |
| | **Cannon Fodder** | Virgin |
| 5 | **Monkey Island** | Kixx |
| | **Alien Breed 2** | Team 17 |
| 7 | **Micro Machines** | CodeMasters |
| | **Mortal Kombat** | Virgin |
| 9 | **Championship Manager '93** | Domark |
| | **Body Blows Galactic** | Team 17 |
| 11 | **Zool 2** | Gremlin Graphics |
| | **Sensible Soccer '92/'93** | Renegade/Mindscape |
| 13 | **Alien Breed: Special Edition '92** | Team 17 |
| | **Striker** | GBH |
| 15 | **Project X** | Team 17 |
| | **Putty** | GBH |
| 17 | **F-117A** | Microprose |
| | **Trivial Pursuit** | Hit Squad |
| 19 | **Graham Taylor Soccer Challenge** | Buzz |
| | **Goal** | Virgin |

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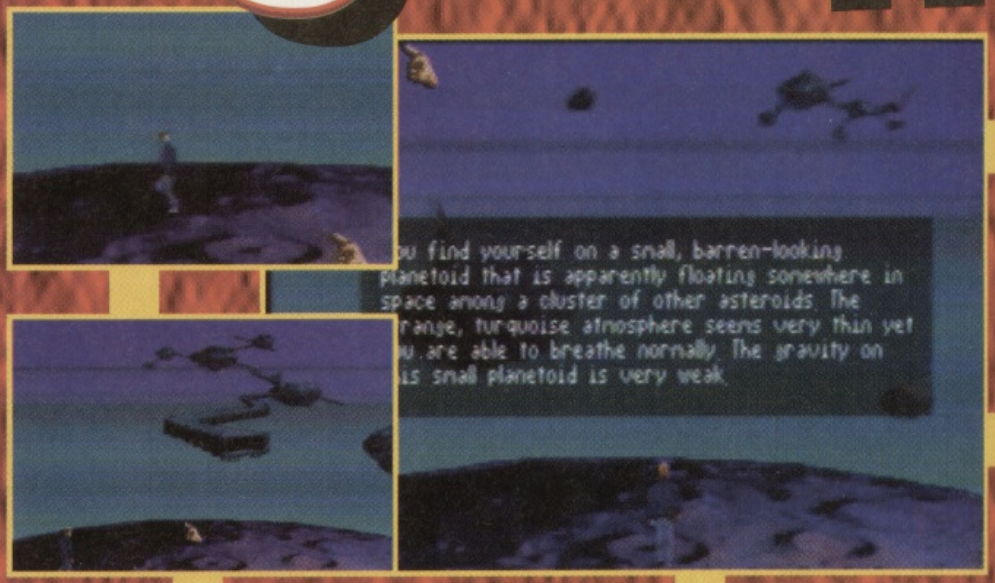
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Instant Win

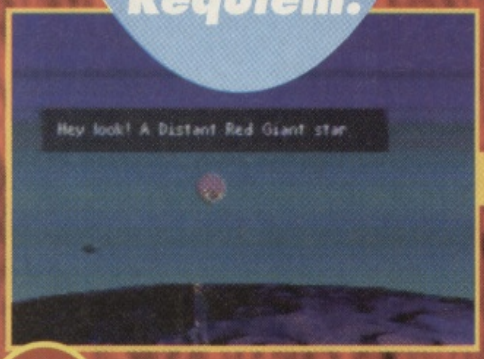
Calls cost 36p per min (cheap) 48p (other times). Max possible cost £3.60. Please be sure you have permission to make this call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 28.02.94. All competitions involve multiple choice questions. Nintendo/Sega/Amiga & Raleigh Activator are all registered trademarks of their respective companies. We are neither related to nor endorsed by them.For rules and winners' names please send SAE to
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ImpactFeb

# Just arou the Corn

**AMIGA FORCE takes a snapshot of new releases waiting in the wings. We focus on the sprawling *Universe*, while also taking in *Dennis and Gnasher* and the futuristic survival-sim, *Robinson's Requiem*.**




## UNIVERSE

### Core Design

*Universe* is the latest release from Core Design. We've managed to get our hands on a nifty playable demo of the game, and jolly good stuff it looks, too!

The game itself is the sequel to Core Design's first adventure role-playing game, *Curse of Enchantia*. As with its predecessor, *Universe's* format is very simple. It's basically a point-and-click, icon-driven adventure game, but the big difference between the two is that this time there's added text helping describe events to the player.

The story behind *Universe* is also very similar to *Curse of Enchantia*. The scenario revolves around the terrible plight of an ordinary lad, much like any of the guys working here! On second thoughts, we may be pushing the comparison a little too *far*, looking at some of the weird and not so wonderful creatures that inhabit the darker recesses of these offices!

Anyway, this ordinary Joe's been dragged into another dimension by some powerful force or other. It was created when the fool messed with his crazily eccentric Uncle's mechanical invention. The name of this creation's the Virtual-Dimension-Inducer. By tampering with it, our young hero, called Boris by the way, is transported through time and space, arriving in a strange futuristic parallel.

Your task's guiding Boris through the alien cosmos in his quest to bring about the downfall of the cruel Emperor Neiamises, whose ongoing war with the mysterious Mekalien Empire forms the backdrop for the game.

On his travels Boris may be either helped or hindered by various alien and not-so-alien characters. He must evade Neiamises' hostile armies who rule and oppress the indigenous populations of this dimension. The only question is — can the poor young lad ever find his way back home to our cosy dimension?

From the goes we've had on the demo, this seems to be a really playable game, with overtures of the great *Flashback*. Moving around the world's very simple. All it requires is pointing the cursor to the destination and pressing FIRE on the mouse. Boris then moves to the desired spot.

Across the bottom of the screen are icons depicting all the actions Boris can undertake. There are seven icons in the first menu, including Action, Communicate, Look and Pick-

# DENNIS AND GNASHER

## Alternative

Were you or are you still a reader of that legendary comic, the one and only *Beano?* If so, you know all about the dastardly antics of Dennis, every mum's nightmare.

Well, look out! The Menace smashes and bashes his way onto the Amiga in the forthcoming release from Alternative. Accompanying him in his very first home-computer game's his trusty dog, Gnasher.

There are over a million members of the *Dennis the Menace* fan club and they're all dancing in the streets because of the imminent release of their hero's own game!

Alternative are pretty proud of what they've achieved so far, describing the game as 'something different'. For a start, they've resisted the urge to produce a bog-standard platform adventure. Instead, Dennis and Gnasher are brought to the screen in a series of 3D isometric adventures.

Like the comic, all the action takes place in Beanotown. It's said to be a massive environment within which every character from the comic has his or her own house. For example, Mini the Minx has a house shaped like her distinctive beret.

The thrust of the game's menacing the inhabitants of Beanotown. Even now, Mark's rubbing his hands in glee. We already know he terrorises Torquay with his arsenal of children's weapons! Now he's looking forward to the computer game that also uses playthings such as stink-bombs, water-pistols, catapults and pea-shooters. All in a world of bright, colourful graphics and fun-filled music and sound effects.

With packaging designed and created by the same artists producing the weekly comic, this looks like being a hit with young and old fans alike. Expect more news very soon — until then, tighten those catapults and keep those water-pistols full to the brim!





Up. By selecting one, you access further icons offering the different responses to the first command. For example, Action allows you to jump, duck, attack and use Boris' mind to overpower enemies.

Once you click on one, the cursor returns to the main action screen and you point to the place you want the action to occur. If you want Boris to jump on a passing asteroid, wait for it to reach him and press the mouse-button after selecting the Jump icon. It's all very simple and we found the game extremely addictive, even in its unfinished form.

The game features 3D-rendered animations and arcade-style sequences. For the techno-buffs among you, *Universe* also uses an innovative SPAC 256 colour system, which runs on all Amiga formats, including the A500. It's able to display *Universe's* digitised, hand-painted scenes and their detailed, mood-setting background animations to full effect. Or so Core tell us!

We *do* know the animation looks to be top-quality, with Core promising even better things to come. Let's hope they aren't hollow promises. *Universe* is shaping up to be an outstanding game and we don't want to be disappointed. Expect the release over the following month and a full review next issue.

# MANIPULATING BORIS

**Boris can turn his hand to a number of actions with just the press of a single mouse button. Here's a run down of just what the heroic little chap can get up to...**

## MANIPULATE



Click on this icon and numerous other options appear. These enable Boris to eat/drink, push/pull, insert (oo-er missus!), wear, throw, give, attach/join, use (especially for those items that you've just picked up!), operate, open/close (leave no gate open...), and examine. While not used until you actually get further into the game, a well considered combination of these commands will prove vital to your success!

## INVENTORY

When you're not sure just what Boris has in his pockets (or anywhere else for that matter), refer to the inventory icon for an update.



## PICKUP

Pretty self explanatory — you see an item, you pick it up! Of course, many items are pretty useful, others rather useless. A few are downright deadly!



## ACTION



Our Boris likes a bit of action. He can leap (quite a way, due to a very low gravity), duck (just in case an asteroid or projectile is heading his way), attack (some areas can get pretty hostile), or use his mind to get his way (quite an imagination has Boris!).

## LOOK

Being a strange world, there's plenty to look at and figure out. Boris has 20/20 vision, which is a good thing considering that he has to study asteroids, settlements and planets from afar much of the time.



## COMMUNICATE

When Boris comes into contact with other beings, his gift of the gab proves invaluable. He can whisper, talk or even shout, while he also has this pretty cool skill which allows him to throw the odd mind bolt or two. Beware of using this skill against the wrong being, though, whether it be friend or foe.



# ROBINSON'S REQUIEM



ROBINSON'S REQUIEM

## Silmarils

There's another of those survival-simulations looming on the horizon — and bloody good it looks, too! *Robinson's Requiem's* the title to look out for and it's being hailed by Silmarils as: 'The ultimate test of human endurance in an alien world'. Hmm, we always thought that was standing on the shelf at White Hart Lane during a Spurs v Arsenal match and cheering on the Gunners, but that's another story!

*Robinson's Requiem* is set many light years in the future, in a time when man's spreading his wings ever further across the galaxy. You take the role of government agent, Robinson, sent on a reconnaissance assignment to a mysterious unknown planet.

The only problem's you swiftly work out the whole mission's a trap set by your own evil government. They want you out of the way and see this as the cleanest method of disposing of an agent without incriminating themselves.

The planet to which you've been sent is in fact a sprawling prison, known throughout the galaxy as an 'astral Alcatraz', from which no-one has ever escaped. Wow! Heavy stuff or what? These guys are almost as corrupt as John Major's government!

The game begins with you bailing out of your ship inside a deep and hostile jungle. Equipped only with a survival kit, which includes medicines, tools and a micro-computer, to keep you informed of your physiological condition, your aim's escaping from this barren world.

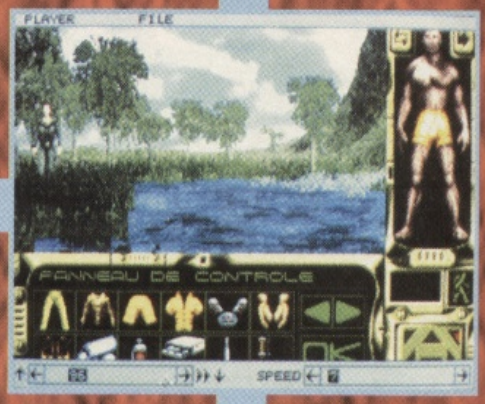
From what we've seen so far, this game looks magnificent. It's a massive panorama, with over three square miles of play area and ten different landscapes to negotiate. These include a North American Forest, an Extra-Terrestrial Village and a Lunar Volcano.

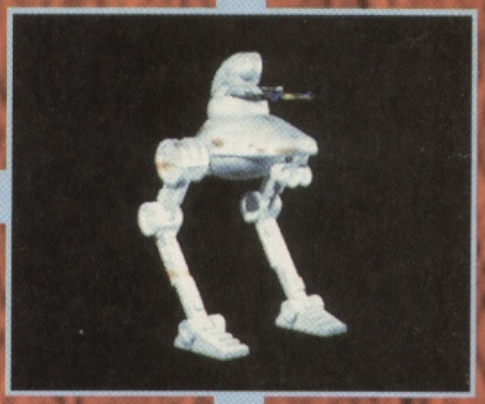
There are also plenty of nasty creatures about, such as dinosaur-type hybrid monsters, whose flesh Robinson can use for meat, and fur he can use for clothing. It's also a good idea looking out for the prisoners who have been dumped on the planet and left to rot. As you might expect, they're a bit peed off and aggressive. Other hazards are the vicious Cyborgs responsible for protecting and maintaining the prison.

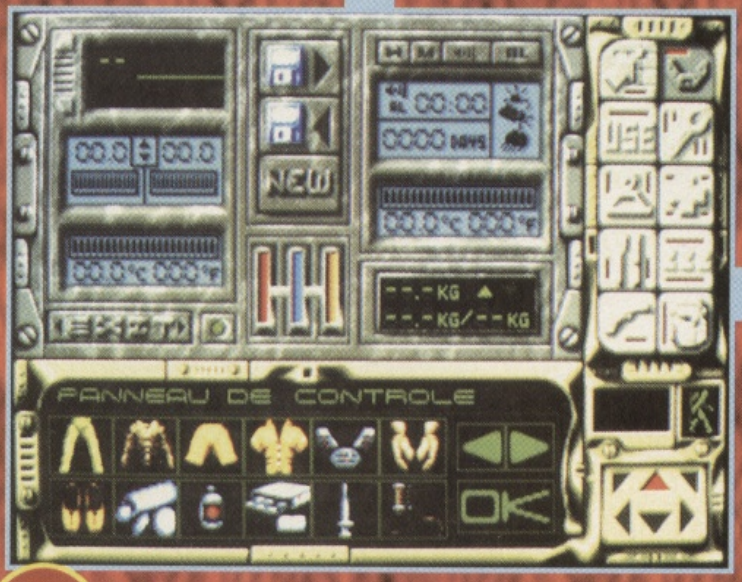
The name of this great-looking game's survival. Robinson has to do anything to escape from the planet. Silmarils say if this means amputating a limb, you have to do it. Don't worry too much — all the right medical equipment's stored in your kit!

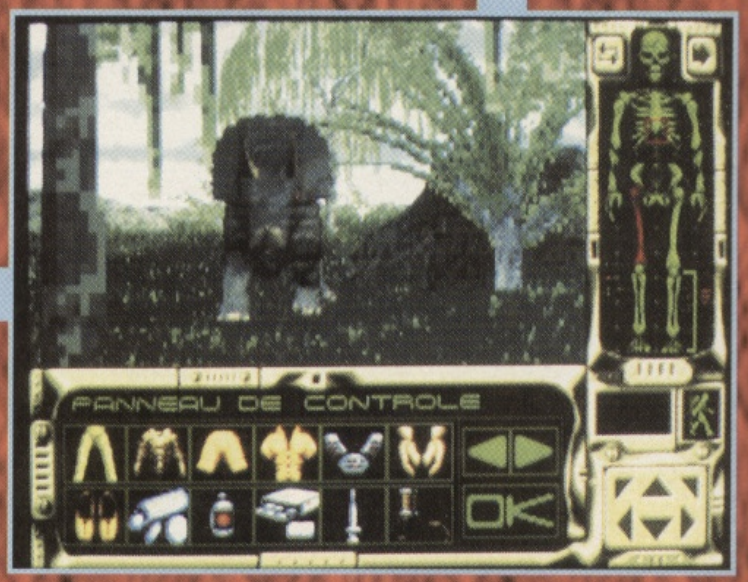
This looks like being a winner. The world it's set in appears to have just the right atmosphere for a survival-sim of this nature.

The game's due for release towards the end of February. If the glimpse we've had's anything to go by, expect it to cause a bit of a stir. We're still not sure about this 'ultimate test of human endurance' business, though!





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| MAX COLOURS ON-SCREEN | 256,000 | 64 |
| FULL-SCREEN VIDEO CD | OPTIONAL | NO |
| DUAL-SPEED CD DRIVE | YES | NO |
| 4 VOICE STEREO SOUND | YES | YES |
| MULTI-SESSION | YES | NO |
| S-VHS OUTPUT | YES | NO |
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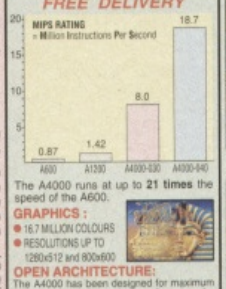
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Rave review!

amiga FORCE rave!

# The S







■ In the beginning there was the castle. All around the fields were green, but then the Settler's village began to grow and grow...

**Tip time!**

■ Always keep an eye out for messages, indicated by a flashing letter appearing in the bottom-left of the screen. These tell you what's happening in the world and give advice on how to counteract certain events. ■







## Blue Byte, £TBA

The Settlers is the latest God-simulation on the market — and bloody good it is too! It's the sort of game you can play for hours, becoming so engrossed you don't even realise the time's flying by. Having made it clear from the off that I'm a big fan of Blue Byte's latest game, I suppose I'd better explain why. It's my job after all!

The game's a massive affair with loads of options to use and actions to monitor. Basically, the scenario's building up a Town around your Castle. *Settlers* is set in ye olde Medieval times and your role's deciding where to build and who does what job. There are butchers and bakers but no *candlestick-makers*, foresters and woodcutters, steel-workers and armourers. The list's huge.

You decide when to start production of a particular material because every action has a knock-on effect. It's no good building a Goldsmith's, for example, if you haven't already got a Goldmine up-and-running.

All the action takes place in a specific time-frame. You can see the buildings gradually taking shape — first the foundations are placed, then a wooden frame goes up, before the bricks are put in and the building's complete.

Graphically, the game's superb — the men may only be tiny, as they go about their business, but the attention to detail's excellent. As the different buildings are constructed, you watch the little guys swarming all over them, hammers flying. It's great fun, with some excellent sound effects, such as the noise of sawing wood and the grunts and groans of the workers as they toil in the sun, adding to the industrious atmosphere.

> "Well-implemented and superbly designed"

### Settling down

You begin the game by deciding where to construct your Castle which serves as headquarters for all the different businesses. It's vital to choose the Castle-site wisely; a poorly-placed Castle is disastrous for production. You need a base rich in natural resources and easy to build on. It's worth scrolling around the world checking out loads of options before deciding on your final site.

Helping you choose a location is a Geologist, on hand to give advice on the different resources available in each area. He gives a rating for underground riches, such as gold, iron, coal and granite. These resources are only found in the mountains, so build near them. If his ratings are all between above average and perfect, it's a site worth considering; below average and it's best to move on.

It's also important taking the terrain in an area into consideration. Obviously, it's best to look for a relatively flat area for building, although it has to be fairly close to the mountains and underground riches. There also have to be raw materials close to the Castle, such as trees and granite for new house-construction.

The importance of the underground riches decides your strategy. As you progress, the raw minerals are vital for tool-production and, should you be attacked, weapons.

Once the Castle's in place, it's time to get building. Using the mouse, scroll round the terrain checking what can be built where. A Castle icon means any of the buildings, from a Garrison to a Fisherman's hut, can be constructed on this piece of land; a House icon indicates only small dwellings can be erected and a Flag tells you the area cannot be used for building. There are 24 different buildings available, all of which need to be constructed at some stage to create a complete Town.

The first stage's probably getting some mines set up. These give the Town the raw materials to construct other dwellings, work implements and weapons. It's also wise to get your Forester and

# ettlers

## Rave review!

**Mark!** ■ What a terrific little game! I didn't really expect too much, even after reading the accompanying bumf — it sounded very much like a *Populous/Powermonger* derivative. But *Settlers* is more than just a clone — it adds many new ingredients to the genre, such as building development, community expansion and many other ideas which don't just involve combat.

The depth's laudable, offering many surprises without being so complicated as to be baffling. There are charts, graphs and such things to study, but, with familiarity, they add to rather than detract from the enjoyment.

All in all, a fabulously addictive game, well worth shelling out your dosh on! ■





**■ The Blacksmith is a vital member of the community, without whom the armies would have no weapons and the workers would have no tools. Simple really. Build your Blacksmith a home...Nuff said?**

Woodcutter working on stockpiling wood and the Stonecutter doing the same with Granite.

Each time a site's chosen for a new building, it has to be connected to the rest of the Town by road. The roads run between the flags, marking the edge of each building. If they're not built, the little workers cannot get to the new construction-site and work's delayed.

### Sensible strategy's vital

As I said, everything in this complex game's linked. For example, there's no point building a Butcher's unless you already have a Pig Farm to get meat from. Similarly, to produce weapons you need a Steelworker and an Armourer. This makes for a game requiring plenty of intellectual thought. What do you build first? Are you going to concentrate on agricultural growth, industry or creating a powerful army. Charts show you which production you're concentrating on. Raising and lowering the levels changes the production emphasis to the desired area.

Plenty of statistics help keep tabs on what's going on — there's information to access via the icons at the bottom of the screen. You can check how many buildings are under construction and which are now producing products, an important menu once the Town begins to grow. It's easy to lose track of what's going on where without it. Plenty of graphs show the production levels of different items.

Another option available is attacking enemy buildings. You need plenty of Knights to achieve this. The first step's to build Garrisons, Watchtowers and Guard-Huts near to the enemy base. Then you can train the Knights to attack opposing forces. Remember, though, the enemy also attacks you, so don't leave the Town defenceless!

As you may have gathered, this is a game with a great deal of depth. Everything takes a lot of time to get used to. It's a good idea to practise in the training mode before attempting a real scenario. I can't recommend *The Settlers* highly enough. Great idea, well-implemented and superbly designed. Need I say more?

**Chris!**










## amiga FORCE Rating!

■ **DEVELOPERS: IN-HOUSE**



■ **DISKS: 3**
■ **PLAYERS: 1**
■ **GENRE: GOD SIM**
■ **1200 COMPAT: YES**
■ **HD INSTALL: YES**

■ **An easily accessible and massively entertaining sim.**

**94**

Letters!

# FORCE nine mail

**We're back! All in one piece, despite the demoralising defeat inflicted upon us by TUFC Supporters' Club. We went down 5-2, with Stix and Jase scoring the goals. Chris squandered a hatful of chances, while the lad Smith did his best in goal. It was only the ineptitude of the defence (the lack of it, actually) that led to the other team cracking home so many. Too many had *designs* on glory...**

**Send your little anecdotes and digs to FORCE NINE MAIL, AMIGA FORCE, Impact Magazines Ludlow, Shropshire SY8 1JW.**

## THANK YOUR CLUCKY STARS

Dear FORCE Boys
I have recently bought *Alfred Chicken* but I keep getting killed. Is there anyone out there who could give me a cheat?

Anyway, I think the mag is excellent and you should keep the cut-out 'n' cheat cards (despite what others say).
**Darren Kieg, Clwyd**

■ Well, Dazza, as luck would have it, we have a load of tips on *Alfie Chicken* in this very issue. Can't say fairer than that, can we?
**Chris**

## CHEESED OFF FROM CHESHIRE

Dear AMIGA FORCE
This is the second letter that I've sent. Wish I knew what happened to the first, maybe it got ripped up by someone? I would be grateful if you could find a picture of a person and print it in the magazine so, I can throw darts at him.
**Neil Furnival, Cheshire**

■ Ah, the culprit here would be our Mr Powell, as your letter concerned tips did it not? I daren't print his picture as it would scare off too many readers, and I don't think I'm allowed to send such a monstrosity through the post. Fret ye not, though — we'll throw the darts at him for you!
**Chris**

## SYNDICATED QUESTIONS

Dear AMIGA FORCE
I was wondering if you could answer some of these questions?

1 Do you know the best place to get games?
2 Should I get a HD or External Drive?
3 Why get a monitor when a TV gives pictures just as good?
4 Will there be a mission-disk for *Syndicate*? I really hope so!
5 Will you please continue your *Syndicate* tips for all missions?

That's enough questions. Ahhh, yes, constructive criticism. Could you have a page for people who want to sell things? Also, could you definitely not have disks, no matter how many people ask you to! If you can't keep getting as many cheats as you have, then don't repeat them. Keep the cards and books as long as you can. Other than that, please stay as you are!
**Tim Wheatley, Lincolnshire**

■ Thanks for the comments and praise, Tim! Just for that (and because you said please!), here are the answers to those queries:

1 Either your High Street store, where returning faulty games is all the more easier, or check out the ads in AMIGA FORCE, where you may find the odd bargain or two!

2 Grab yourself a hard disk if you've various adventure games using a multitude of disks (HDs are imperative for earlier Sierra games). A second disk-drive's by no means essential but it saves much disk-swapping.

3 Actually, a TV picture's by no means as good as that of a quality monitor. It may seem like a bit of a luxury, but the difference in sharpness, quality and clarity between a medium-res monitor and a television is very noticeable.

4 Uh-oh! — we seem to have reported a non-event here. There is a mission-disk for *Syndicate* but it's for the PC version only, I'm afraid. Sorry!

5 I'll have a word with the tips boy and see what I can sort out.
**Chris**

## TIPPING BODY BLOWS

Dear AMIGA FORCE
I think your mag is the best out there — I got the first issue and have bought AMIGA FORCE ever since!

Could you tell me if there are any cheats for *Escape From Colditz* or *Syndicate*? Thanks for the tips on *Flashback* — keep up the cheats, they're really useful.

As for Shane Daunt's letter in issue 12, concerning which is best between *SF2* and *Body Blows*, it has to be *Body Blows! SF2's* actual figures aren't dark enough, they could do with an outline so they show up better. That's what I think, anyway!
**Andrew McFee, Worcester**

■ More praise — if we're not careful, it may go to our heads!

I sense this *BB/SF2* debate looks set to run and run, but only if you have something to say on the subject, will it be printed. Take Andrew's lead and give a reason for your dislike of the other game — there's no point dismissing it without giving a valid reason.

And what about *Mortal Kombat* and *BB Galactic* — have they stolen the crown from under the feet of the others? Write in and let us know what you think. Best answers will definitely be up for the Letter of the Month award!
**Chris**

## JOLLY POOR SHOW

Dear A-FORCE
I read your review on *Micro Machines* and thought it was very poor. You started talking about film licences which have nothing to do with the gameplay. It also deserves more than 89% — I would have given it about 97% as it's a superb game.

Also, could you review the classic *Wings*? It's a lot better than *Knights of the Sky*. I would also agree with Paul Walker of Warrington who has a superb idea of an adventure tips section — I'm having problems with *Monkey Islands 1* and *2*.

Finally, are Sensible Software bringing out a third *Sensible Soccer* as *Goal's* crap. If so, when?
**John McGillivray, Redding, Falkirk**

■ The problem with *Micro Machines* — and this is something both Ian and Mark pointed out — is

that, while it's unquestionably a fine game, it lacks the parallax-scrolling and technical achievement of the MD version. In our eyes, this costs points, hence the sub-90% rating. At the risk of repeating past replies, such things are a matter of opinion — after all, as my old grandmother used to tell me, if we all agreed all the time, the world would be a dull place.

We'll look out for *Wings*, although it will have to go some way to beat *KOTS*. The adventure page now has two votes — anyone else for a dedicated section?

*Goal*, crap? A little controversial there! Sensi Software will be bringing us *Sensible World of Soccer* over the forthcoming months, allowing you to manage as well as play in teams. You can be sure we'll be at the front of the queue when it comes to lining up for review copies!
**Chris**

# H'WAY THE LADS

Letters!

Dear AMIGA FORCE
Please could you answer these few questions? I would be extremely grateful.

1 Will there be a CD for the A600? If so, how much will it cost and where can I get it from?

2 For Xmas, I got an A600 and a Citizen Swift 90 colour printer. Do you know if there are any printers that will allow me to create and print a poster?

3 Will *Kevin Keegan's Player Manager* be released on the Amiga?

Thank-you for your help and keep up the good work!
**Martin Hood, Blyth, Northumberland**

■ Weeellll...

1 No, only for the A1200.

2 Try *Deluxe Paint* — by far the most versatile program for the price.

3 It's been out for many a month, under the plain and simple title of *Player Manager*. While it's quite a jolly little game, it has too many faults — you can't move onto other teams, there's only one cup and the options are quite limited. Maybe you should wait a while for Sensi's effort.
**Chris**

# YOU'RE BOOKED 1!

Dear Sir/Madam
Recently I purchased your brilliant magazine (issue 12). I noticed you were giving away a tips book (issue 2, G to Z). I was wondering if you could please send me issue 1, A-G.
**Jonathan Codd, N.Ireland**

■ Sorry, can't. See the answer below!
**Chris**

# YOU'RE BOOKED 2!

Dear AMIGA FORCE
I have recently bought an Amiga A600 computer and have now started to read your very good magazine. In fact, the first magazine of yours that I read was no 12, with the free hints and tips book volume 2. The reason I'm writing to you is that I would like to know if I can get hold of a copy of the first volume. I did look in the back issues but none of the magazines mentioned the free book. I do hope you can help.
**Gordon Tully, Wood End, Coventry**

■ Sorry Gordon, no can do — we only print enough books to cover the news-stand mags (they're pretty expensive, you know!), so the back issues generally come without the free gifts attached. Sorry I couldn't help more!
**Chris**

# AN ESSEX-MAN JOKE

Dear AMIGA FORCE
Me and my mates are always fighting over which is best, Amiga, Nintendo or Sega. I gave out a black eye and broke an arm once (pleasant chap —Chris). Now, can you answer this question: Do you need an Amiga to use the CD32?
**David Wilkinson, Essex**

■ I'm surprised you have any friends at all if you go around breaking arms when a disagreement rears its head. You should calm down lad!

You don't need an Amiga to use the CD32 — this is purely a stand-alone machine, unlike the Sega machine, where you need the Mega Drive to utilise the power (what there is of it) of the Mega CD. Obviously, the CD32 not only offers better value but it's also a far more capable and powerful machine to boot!
**Chris**

# WHAT'S IN A DATE?

Dear AMIGA FORCE
I have spotted your three deliberate mistakes on the calendar with the Christmas AMIGA FORCE. They are 25 May, 16 October and 10 December. I claim my prize!
**Kevin Tootil, Lowestoft**

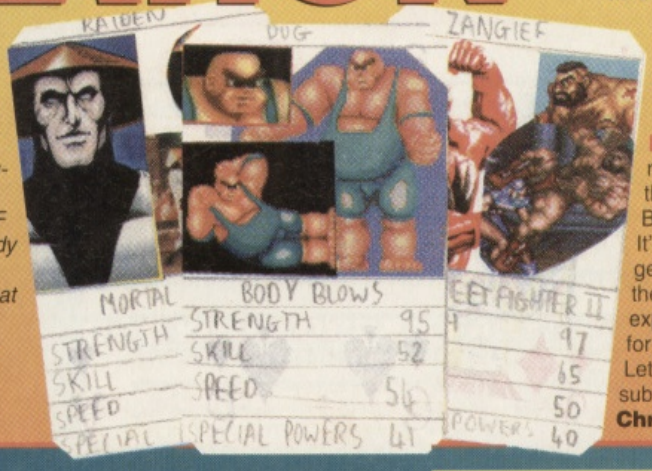
■ Yes, the people in production hold up their hands — there was an almighty foul-up with the calendar. It could happen to the best of us (it constantly does). As a prize, Kev, we're sending you all the spare calendars so you can re-write the whole year out for us!
**Chris**

# TOP TRUMPS TITILLATION

amiga FORCE Letter of the Rave!

Dear AMIGA FORCE
In reply to Ben Johnson's letter in AF10, I decided these ratings would be excellent in that old card game Top Trumps (if you don't know the rules, find someone who does!). I have made my own set of cards using 'sticky-back plastic' (you *Blue Peter* fan you! — Chris), and a few screenshots taken from AF and various other magazines. As well as *Body Blows* and *Streetfighter II*,

I have taken characters from *Mortal Kombat* and *Streets of Rage II*, also *Lionheart* and *Assassin*. I have used different categories to Ben, but most are fairly similar. Though, of course, my scores have varied greatly.
**Awards — Strength:** Kossak, **Skill:** Vitu, **Speed:** Vitu, **Special Powers:** Raiden, **Average:** Max.




I would be grateful if you could send my cards back as I spent many long hours making them.
**Ben Wheway, Wolverhampton**

■ That just goes to prove AMIGA FORCE readers aren't just the smartest, they're also the most hard-working! Your cards are great, Ben — real works of art.

It's also a pretty cool idea, although I couldn't get the rest of the team to play, as none of them knew the rules, despite having them explained umpteen times! Anyway, as a reward for your hard work, you've won yourself the Letter of the Month award and the year's subscription that goes with it!
**Chris**

# Letters!

## REGULAR?

Dear AMIGA FORCE
Your magazine's brill, BUT, when I was reading issue no.10 I was horrified to see on your subscription page, in massive pink and white letters, 'ARE YOU REGULAR?'

Okay, so the majority of your readers are male, but I am not. And the above statement is rather personal for us girlies! So, I'm sorry to be brief, don't let it happen again. Otherwise, I'll recycle your magazines by using them in my cat's litter-tray. I hope you get my point.

**Jackie Windsor, London**

■ Well, you've got me there. The headline in question simply questions the regularity that you pick up your copy of AMIGA FORCE. No ambiguity here. Nobody's clever enough!

**Chris**

## THE MAN FROM MALTA, HE SAY..

Dear AMIGA FORCE
It's me again! This time I'm not writing for cheats, but for other purposes. First, thanks for the answers to the last letter, also to Nathan Muscat.

1 Is *F-17 Challenge* better than Microprose's *Formula One Grand Prix* and than *Nigel Mansell's World Championship*?

2 I think I must be the only Amiga-owner who doesn't know the *SFII* special moves. Could you give me a short description of each one and how to activate them?

3 Can you list me any great games for my collection? I like adventures and platformers, I hate *Lemmings*!

**Robert Gaucci, Malta**

■ Cheers Rob — glad we could (and can) be of assistance!

1 *F-17* and *Nigel Mansell* are both pretty cool games in their own right, very much aimed at the arcade boy-racer. *Formula One Grand Prix* is tops if you like the simulation angle.

2 Check out back issue 3 and the manual for more info!

3 Rob actually included a list of the games he already owns, but it wouldn't have made interesting reading! The best games of recent months you don't already own include *Frontier*, *Settlers*, *Syndicate*, *Championship Manager '93* and *Italia*, and *Mortal Kombat*. They're my favourites anyway!

**Chris**

## READER REVIEWS

Dear AMIGA FORCE
Me thinks it would be a good idea for you to send out to your readers some PD games to review and send back to you, in time for next month's mag. This would mean you would receive an opinion from the people the games are targetted at.

A-FORCE workers like yourself should not have to muck about with these games — just get stuck into the nitty gritty of big games. If you'd like, I will review the first one for you (if you take up the idea) and write a great review on it. Good eh?

Congratulations on a fantastic mag and long may it continue. Well, I must be off to my bagpipe lessons. See ya!

**Brian McSporran, Strathclyde, Scotland**

■ I've heard of Strathclyde (I think) — they've got one of those crap Scottish football teams have they not (let's face it, there are many crap Scottish football teams)?Not that we can talk — our local footy team's Torquay United, who aren't exactly rearing the best in footballing talent (Lee Sharpe did play here a few times, though, and Ryan Giggs' brother is in the reserve team).Anyway, back to your reader-reviews idea. We'll certainly give the concept a good airing in the offices and discuss it with the powers-that-be. If anybody else is interested, then write in!

**Chris**

## WOT... NO MORTAL KOMBAT?

Dear AF
I want to point out that in the What's Where? section in issue 13, there's a pic of the *Mortal Kombat* sign. Fair enough, but beside it says *Mortal Kombat* playtest, remember? 'It's hot, it's here and it's exclusive! Find out how Cage and co. are progressing on page 14.' On reading this, I immediately flicked through to page 14, only to be fobbed off with a picture of a guy injecting some rat with pink poison or something.

I have a few questions to be answered:

1 Why is this?

2 How do you think this makes your mag look?

3 When will *MK* really be out and playtested?

Don't get me wrong, I'm a big fan of your mag and buy it every month, but I just wonder what's the point of saying something when you don't mean it?

**David MacLachlan, Glasgow, Scotland**

■ Whoops — you've found what the production team term as a technical problem. All along, *MK* was supposed to appear as a playtest.

Unfortunately, the contents were finalised before the playtest was dropped, slipping through un-noticed. Those responsible have been severely reprimanded (by re-writing faulty calendars!). You'll be pleased to hear that *MK* was reviewed last issue, scoring over 90% and a Rave with it!

**Chris**

## amiga FORCE Readers' Charts!

1. Frontier — Elite 2
2. Premier Manager 2
3. Sensible Soccer
4. Mortal Kombat
5. Cannon Fodder

## AMIGA FORCE Readers' Chart!

It's very obvious what game everybody got for Christmas! *Frontier — Elite II* got over 60% of the overall votes, proving that we were spot on with our 96% rating way back in our Christmas issue! An *Elite III*? It seems unlikely, but it would certainly be a popular game if the success of the second in the series is anything to go by!

*Premier Manager 2*, another favourite in the AMIGA FORCE offices, moves up to second spot, taking over from yet another of our lunch time favourites, *Sensible Soccer*. *Premier Manager 2* is facing some tough competition in these hallowed halls, though, since *Championship Italia* arrived. A mail-order game in the Readers Chart? Why not?

Virgin claim fourth and fifth place, both through some very last-minute votes. *Mortal Kombat*, last issue's rave review, got a hat-full of late votes, and Cannon Fodder wasn't that far behind. Contenders for the top spot? Most definitely. Watch this space!

To cast your vote in the AMIGA FORCE Readers Chart, scribble the details on the form below, and send it to AMIGA FORCE READERS CHART, IMPACT, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

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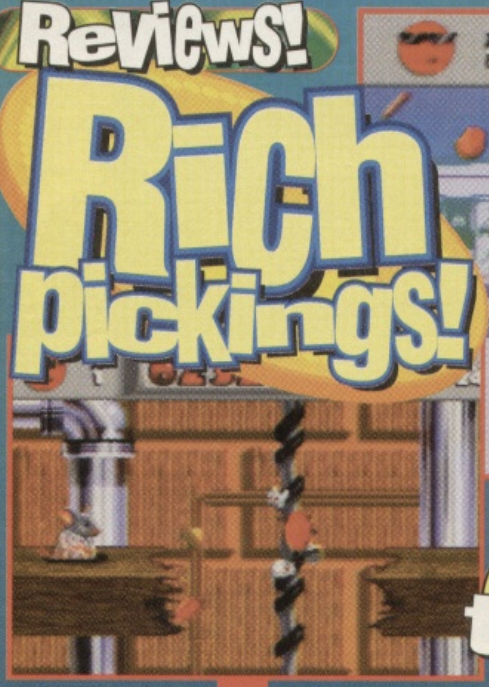
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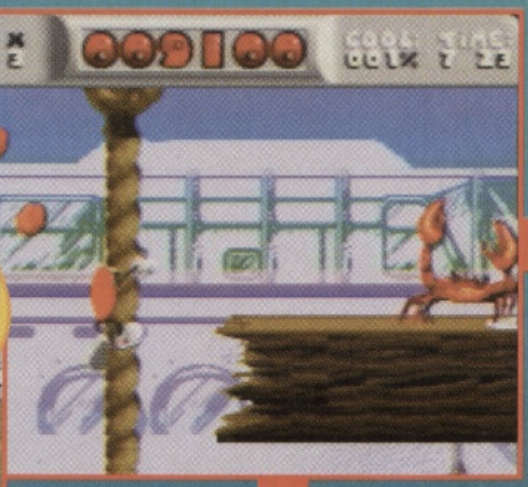
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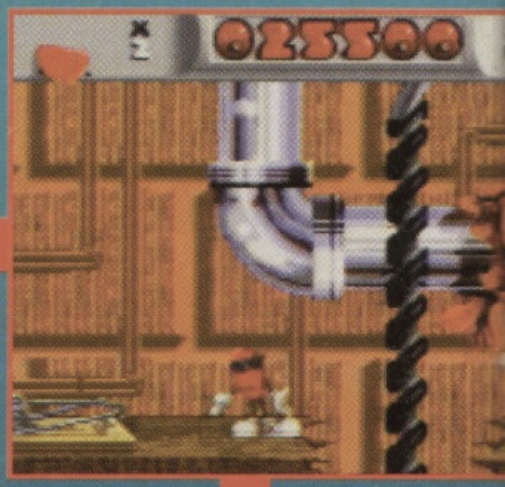
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# Reviews!

# Rich pickings!



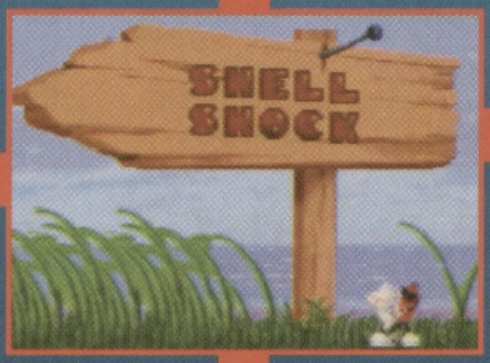


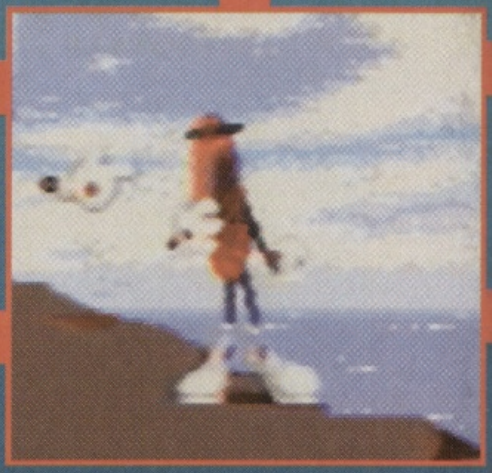


**Tip time!**

■ Ensure you've collected 60 Cool points before attempting to rescue your captured buddies. Otherwise, it's a fruitless journey because you won't be able to bust them out. ■







## Virgin, £29.99

Cool Spot certainly lives up to his name. Shades always in place, he moves like he's lived in the Bahamas all his life — you know that kind of liquid movement, seeming to require no effort, which is, well, cool, for want of a better word. It's probably due to the big, bouncy trainers he wears (they'd definitely set you back a few bob!). As you may've fathomed, this guy's the King of Cool.

Cool Spot's the American marketing symbol for the drink that quenches your thirst. That's *7-UP* to the advertising-jingle-illiterate among you! A massive star over there, his game's hit these shores — after prowling the cartridge-scene for a while, it's now the turn of us Amiga owners to get a look in. About bloody time, too. This is a game no self-respecting platform fan should be without. It's just so awesome!

### Wipeout

To succeed in this brilliant game, you've got to prove you're hip. This means getting a Cool rating of 60% or more on each level, achieved by collecting a certain amount of Cool points.

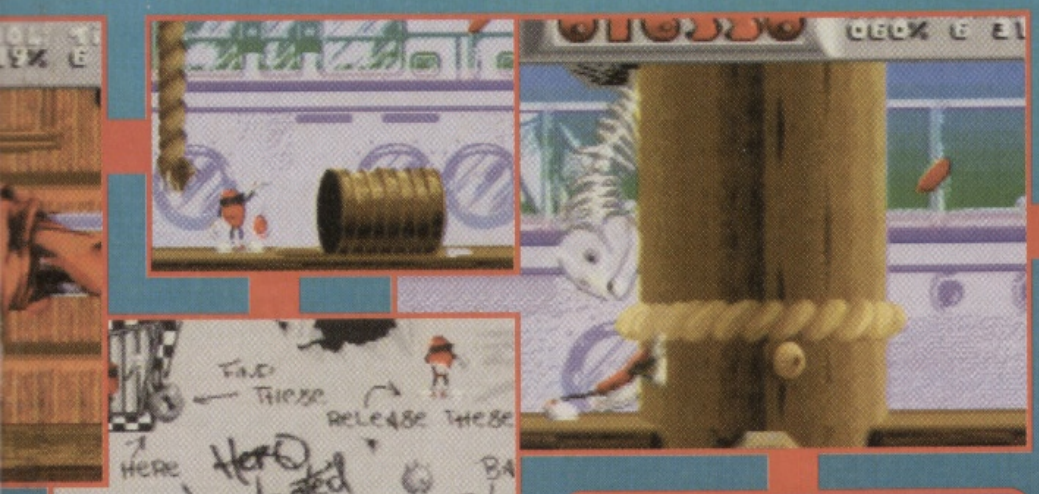
The point's rescuing Spot's mates, caged at the end of each level, in order to have a serious *paarty!* His buddies are all incarcerated inside small, cramped cells, with no thought given to the rights of a small, red Spot to be kept in humane conditions. It's your duty to smash them out and save their coolness from this fate worse than death!

As Cool Spot struts his stuff, there's a host of baddies to look out for on every level. These



**Leave him standing and Cool Spot stands there and clicks away! Cool, eh?**








**Cool Spot's a versatile fellow — he pushes objects around, climb up and down ropes, and fire at crabby crabs. He even gets his yoyo out if he gets really bored...**







## Mark! Reviews!

Yo dude! The one, the only Cool Spot crashes onto the Amiga, proving that cool isn't just a state of mind, it's more a way of life! Yeah, don't ya just love it. As hip as he is, Cool Spot makes for one helluva hot, hot game. The animation on the little red Blob's amazing. I mean, who'd have thought so much could be done with such a simple design. Somebody deserves a pat on the back for creating this character. The same goes for the relaxing Calypso rhythm accompanying the gameplay. Close your eyes and be forgiven for thinking you're drifting on a boat moored off a sun-soaked Caribbean island. Chris is right to say the gameplay itself is nothing original, but personally I wouldn't hold this against the game. I mean, how much is original these days? What counts is the entertainment value and for me this is second to none. I can pass time chilling with Cool Spot any day of the week!

# COOL SPOT

nasty, uncool types drain our boy's energy when he comes into contact with them. His energy level's depicted by an image of his beshaded face in the top-left corner of the screen. The more he's hit, the more his face disintegrates. Lose it all and it's curtains for Cool Spot. To take on these evil creatures, Cool Spot does have one weapon. He can fire the small, clear bubbles of carbonated fizzy drink, released by the product he endorses. As we all know, it's cool to be clear. The only difference is Fido Dido tells us this over here, but then again he's a pretty damn cool cat as well.

> "Oozes class... it's sooo cooool!"

### He's got IT!

The whole game moves to a heavenly Calypso beat, which perfectly captures the feeling of lying on a sun-drenched beach in the Caribbean. Well, you need all the help you can get on a wet and windy Monday morning in the middle of winter in deepest, darkest Devon! These sound effects are superb, especially at neighbour-annoying volume levels.

This atmosphere is perfectly complemented by the central character's animation. It's a game oozing class in the looks department — Spot's moves, walk and facial expressions are outstanding. When he's bored, he yawns and then chills out by playing with his yo-yo, before removing his shades and giving them a quick clean. Sooo cooool!

This guy doesn't just jump like normal platform characters. Oh no, that's not hip enough! Instead, he does a graceful forward somersault before landing sure-footedly back on terra-firma. He even hangs from balloons with the grace and style of a born superstar.

Sure the Cool Spot looks spectacular, but what about the game? Well, to be honest, it's a standard platform adventure. Nothing more, nothing less. Collect the bonuses, dodge the bad guys and leap from platform to platform — not exactly breaking new grounds of originality. It's even downright irritating in places, especially if you hate platformers. For example, fall while leaping from balloon to balloon and it's back to the beginning. Start all over again until you get it exactly right. That's the basic gist and I find it extremely frustrating! Even so, if platformers are your thing, you can't beat a bit of *Cool Spot*. Lovely to look at and not at all bad to play. Give it a whirl, you never know — it may give you a few tips on playing it cool!

## Chris!

## amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISKS: 3
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: YES

**Looks stunning, sounds the same and plays pretty darn well too. Cool!**

**86%**

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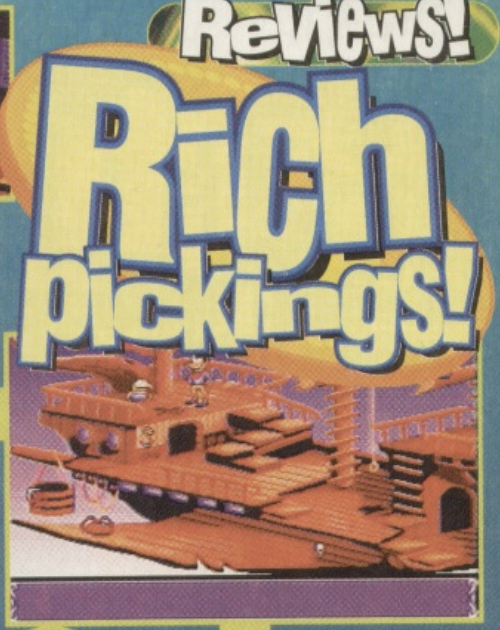









There's a host of problems to overcome!




# GOBLINS 3

## Sierra, £TBA

Blount, the most talented reporter at the *Goblin News*, dreams of the day he comes up with a scoop. Now, it appears to have arrived — that's if Blount can make it to the respective kingdoms of King Bodd and Queen Xjna.

These two sworn enemies are prime suspects in the theft of the key to the mystical labyrinth of Well-Being. The guardian of the key, Behorn, has died and Wynnona, his daughter and successor, has disappeared. What's happened to her? Where's the key? What do the mysterious rulers, Bodd and Xjna, look like? Only one Goblin's brave enough to seek the answers. Step forward Blount — be brave, be bold and solve those bloody puzzles!

As you may've guessed, it's not difficult after all, as you take the role of Blount, the intrepid roving reporter. *Goblins 3's* the ultimate in puzzle-solving games. Each level's split into three screens, jam-packed with fiendish tricks, red herrings and traps. Solve the enigma of the level, moving to the next. It's not easy, let me tell you! Frustration's the order of the day on more than one occasion. Negotiate Goblins, without screaming at the screen, and you're a better human-being than me!

> "Solve the enigma of the levels"

### Cartoon capers

Controlling Blount's simple. Use the mouse, clicking on the part of the screen you want him to move to, and he does the rest. Similarly, click on any object you want the lad to pick up, use or look at and watch the resulting mayhem unfold. That's about it on the gameplay side — it's all about brain-power, though most success comes through trial and error, rather than sudden inspiration.

Conceived to look like a cartoon, the graphics in *Goblins* are well-designed and impress. The game's full of visual gags — pull a rope, for example, and Blount's dragged off-screen or flung in the air. His facial expressions are amusing, while the accidents befalling him can be hilarious — try hitting the golf ball with the club to see what I mean.

Blount also meets a posse of helpers on his travels. The first's Chump the parrot, who's trussed up on the pirate ship. Using the club and plunger sorts him out! Others include Fulbert, the boa-constrictor, and Ooya, the sage — these characters all help in one way or another. Control simply requires moving the cursor over them and pressing FIRE. Then, click the mouse on the part of the playing area you wish them to move towards. It's vital working out what these guys can do. Without their help, Blount always gets stuck.

The game sounds nice and jolly — to an extent, it is. However, there are drawbacks, detracting from the entertainment value. Most noticeable's the horrendous amount of disk changes needed for moving through the game. For a start, there are six disks. However, this isn't the worst of it — if you wish to use any of the icons at the top of the screen, a boring rigmarole of disk-swapping ensues. It's incredibly irritating and spoils a game full of potential.

The icons allow access to helpful options, including a Joker card, instructing you how to complete the level. There's also a copy of the *Goblin News*, for checking out the level you're on, and an inventory of the items Blount carries. They help a great deal if you bother to use them. Frankly, the amount of time it takes getting into them makes it a chore I can do without!

Another minor irritant's the squeaky, repetitive music — it's a nightmare! The only option's turning it off before losing sanity. Personally, though, I enjoy music — it adds to the atmosphere and some sort of jolly tune here would go down a treat.

To be fair, I'm not the best puzzle-solver in the world, so I was biased against *Goblins 3*. However, it had potential I feel was wasted. The game looks really good, with some big, bold graphics. It's a shame a few niggles let it down.

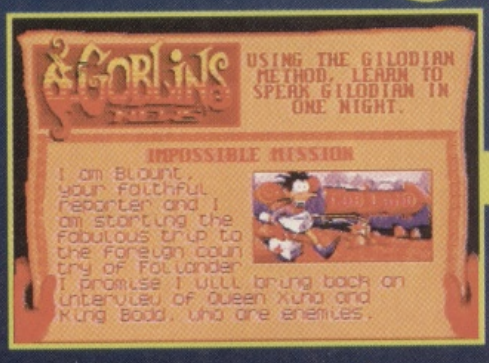
**Chris!**

This is one of those games flattering to deceive. As far as the graphics go, it's exceptional, with close attention to detail and some hilarious, colourful animation. They grab your attention, but the gameplay lets *Goblins 3* down. The constant disk-swapping's a pain in the arse, the music's annoying and I found it all a little irritating after a while. If you're a big fan of frustrating puzzle-solving games, this may appeal. Personally, I'm not and having to go through a succession of floppies, while I play, drives me round the bend!

**Tip time!**

Get Fulbert, the boa-constrictor, swinging the candelabra. Timing's vital, but Blount can now hold onto it and swing across the gap.

**Mark!**




**amiga FORCE Rating!**

- DEVELOPERS: IN-HOUSE
- DISKS: 6
- PLAYERS: 1
- GENRE: PUZZLE
- 1200 COMPAT: YES
- HD INSTALL: YES

A funny and taxing puzzler. Let down slightly by small faults.

**80**

Reviews!

# Rich pickings!







# ZOOL 2



(Left) Zool meets all kind of weird and wonderful creatures on his travels.



Zooz is a cool dame. Don't get in the way when she starts cracking her whip!

## Gremlin Graphics

## £25.99

He's back, he's bad and he's dressed in black! Zool, the Ninja of the Nth dimension, blasts his way onto the Amiga. This time he's got a bit of company in the shape of his babe — a cool customer who goes by the original name of Zooz.

Zool returns to once again face attack from the evil forces of Krool, but now it's worse then ever (well it would be wouldn't it!). Krool's determined to get revenge for the humiliation inflicted by Zool in the original game. He's sent his morphing henchman, Mental Block, to sort out the bug with attitude. This guy can change his shape into any number of diabolical permutations and his one goal in life is to splat our hero.

That's the scenario for what's basically a re-run of Zool's first adventure. The actual gameplay's exactly the same, but then again who cares? It still makes for an addictive and highly playable game. *Zool 2* hasn't attempted to be innovative in any way. Gremlin know what fans of their Ninja warrior want and they've served up the same menu as before — slick graphics, catchy tunes and fast-paced platform perils.

> "Slick graphics, catchy tune and fast-paced."

### Two's company...

Just before the game begins, you've the option of playing as either Zool or the new female character Zooz. Pick either of them by highlighting the character; it really makes no difference which one you play as. They both have the same powers and moves, so the introduction of the female's nothing more than a nice little marketing gimmick. After all, it looks cool on the game advertisements too!

In two-player-mode you choose to control Zool and Zooz on the mission or, alternatively, both play with the same character. As I said, though, it really makes little difference.

Completing a level demands arrival at the finish icon, having collected 99% of the tokens found there. There's a counter in the bottom left of the screen letting you know the current percentage you've collected.

There are six stages to battle through, each containing a number of levels. Entering the next stage requires you first fight Mental Block in one of his morphing guises — he changes shape for each of your confrontations, so there's no chance to become complacent after you beat him the first time.

You begin the quest in Swan Lake. This stage's full of dive-bombing birds, clucking hens and hungry chicks. Their favourite weapon's the Egg Bomb. Honestly, it's no yolk!

Other stages include Blueberry Hill, expect some shocks here, Mount Ices, home of some freaky frozen foods and Tooting Common, where the Pharoah's curse awaits. All these stages lead to the inevitable final confrontation with the diabolical Mental Block.

The further you go, the closer to Mental Block's own home you get. It's at this stage that some extra help comes Zool's way. It takes the form of his faithful intergalactic wonderdog, known, obviously, as Zoon (How many more mates do you think Zool's going to get in *Zool 3*, should there be such a title? I mean, there are only so many letters in the alphabet left to stick on the end of Zoo!). This mutt comes on the scene if Zool collects three of the Zoon bonus icons. Grab them to enter a special bonus level in which Zoon helps you on your way.

### Bonus bonanza

As you know, if you've played the original, Zool's world is full of bonuses concealed behind the name of the game's sponsor. Ah, commercialism, it's what it's all about I suppose. Even if this is a bit extreme!

As we all know, Chuppa Chups, a rather tasteless lollypop brand, sponsors the game. All the big bonuses are hidden behind boxes marked with the Chuppa Chups' symbol. Open them by jumping into the symbol to get hold of a host of extra goodies. These include Smart Bombs, which float around Zool's body, extra lives, Super Shot, for a real blasting gun, and, of course, the famous Twozool, splitting Zool in half for double trouble.

*Zool 2's* a great game, combining furious action with plenty of platform shenanigans. However, it contains nothing that marks it as truly exceptional — there needs to be progression from the first game. Instead, we're just given more of the same.

This appeals to anyone who's a fan of the original and it's worth getting if you love games of this genre. Graphically, it's colourful and well-presented with some great little details and animation, but again, we've seen it all before.

The scrolling's smooth and the gameplay's addictive. I liked *Zool 2*, but the lack of innovation means it's not worthy of being a rave review.

Chris!









**Tip time!**

■ If at first you seem to be stuck, try shooting through the walls. They often disappear to reveal a passage to other parts of the level. ■




**Mark!**

■ I was a massive fan of the original *Zool* and I'm glad to say this picks up where that game left off. True, it's not exactly attempted to try to be innovative, but I can live with that. Who cares when the gameplay's this addictive? The levels are well-designed, they're wonderfully colourful, while the music and FX are bubbly, not to say catchy. This all adds to the overall positive feel of the game.

Including Zooz, the female Ninja, adds a bit of political correctness. It's about time we had some female characters equal to the guys. Anyway, enough politics. *Zool 2's* packed with great features, looks good and, most importantly, it's fun to play. Ultimately, it's addictive and well worth a look. ■









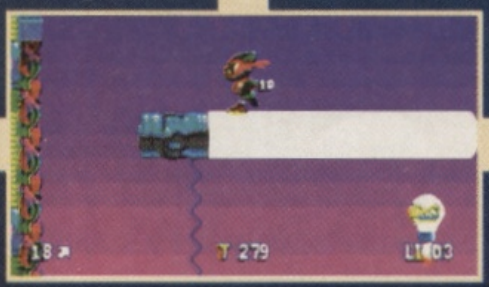
**(Above) Take your pick between Zool and Zooz. In this age of equality there's no difference in their strength.**

**(Below) At the end of each level Zool takes on the might of Mental Block.**










## amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE



■ DISKS: 2
■ PLAYERS: 2
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: YES



■ A well-presented game that's simply reproduced the winning formula.

Rich pickings!









# FATMAN

## THE CAPED CONSUMER

**Black Legend, £25.99**

He's fat, he's round, he bounces on the ground... Yep, this is one large fella. He even makes certain members of the AMIGA FORCE team look slim. Well, maybe that's going just a little too far!

Fatman's the alias for Roy Fat, a mild-mannered inventor who loves his food — Roy could eat for England. Consequently, most of his inventions revolve around food and his stomach. Perhaps his most amazing creation's the Food-Duplicator, which makes a copy of any piece of food passed through it. This invention made Roy's *Fat* restaurant famous throughout the world.

Everything appeared rosy for the rotund one until a multi-national company, Thindicate (geddit), decided to sort him out. They produced junk food, but were losing business to Roy.Their managing director, Ted Thinsin (geddit again), offered to buy the Food-Duplicator. Roy was close to agreement until he heard that Ted wanted to destroy his creation to gain a monopoly on junk food sales. Knowing this would mean hunger for the world's hoards of fat bazzas, Roy, alias Fatman The Caped Consumer, is determined to destroy Thindicate. Can Fatman succeed? Can Thindicate be beaten? How many pieces of pizza can you eat in one sitting? Only by playing the game can you find the answers! As you may've guessed, the story's a parody of all the ridiculous plots normally found in platform games.

> "Packed with humorous jokes"



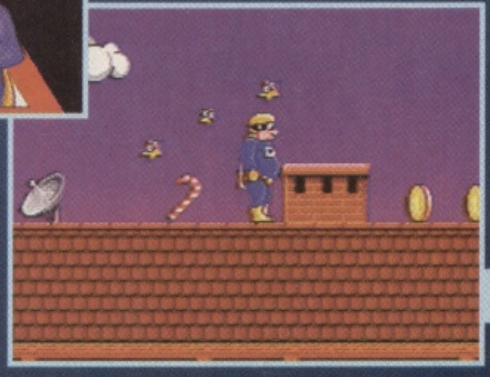
### Fat's the way!

*Fatman's* based around a humorous idea — having an utter slob for a hero — and lives or dies on your reaction to this. If you find belching, beer bellies and copious eating hilarious, you're in for a treat. The gameplay isn't brilliant, basically it's an average platform collect-'em-up, but it's raised by humorous animation. My only reservation is that once the fun gets a bit boring, there's not a lot left to keep you interested. Even so, it's a novel idea, which deserves applause for trying to be at least slightly amusing.

The idea behind *Fatman's* jumping and running through 13 action levels in seven cartoon worlds. These include the City, the Castle of the Vegetarian Vampire (basically one huge dig at those namby-pamby birdseed-eaters) and the Mysterious Egyptian level.

To negotiate each level, Fatman avoids the nasties populating his worlds. He's got a variety of attacks at his disposal including the old stand-by — jumping on them — and weapons taking in belly-butts, burps, carrots and mushrooms. Remember, it's not fun being leapt on by 20 stones of quivering jelly-like flesh! Simply press DOWN and FIRE to swap the weapons.

As you expect from a parody on platformers, there's an obligatory end-of-level guardian to overcome before moving onto the next stage. Fatman needs to be at his most gross to defeat these beasts, so remember to hoard plenty of burps, carrots and mushrooms! All the weapons are in limited supply. To keep them stocked up, Fatman has to find the relevant tokens dotted around each level. After all, it's not humanly possible to burp indefinitely (Even our Tips Boy has to take a rest sometimes!)



*Fatman's* packed with humorous visual jokes and animations. Check out his chicken-chomping, if you leave him standing for too long. His energy level's also represented by a chicken at the bottom of the screen. As it loses flesh so Fatman gets weaker.

To be fair, *Fatman's* an enjoyable game. However, it lacks the depth to be anything more than a couple of hours fun. After that the jokes begin to wear a bit thin (Ho,ho), while the playability isn't strong enough to overcome this. Good fun temporarily, but no more than that I'm afraid.

Chris!

### Stix!

You fat bazza! You fat bazza! Yeah, let's all take the mickey out of the gravitationally-impaired, horizontally-challenged among us! Not exactly politically correct, it's true. However, Black Legend don't seem to be cruel in their choice of jokes. Instead, *Fatman's* a celebration of all the things the goody goodies say are bad for us, but everyone enjoys doing!

There are some good visual gags, plenty of foul noises and lots of slobbish behaviour. It's all wrapped up in a decent platform romp, that, while never being a classic, is good enough to pass a few hours enjoyably. All in all worth a look, but maybe it's also worth waiting to see if it's ever going to be a budget release.

### Tip time!

Look out for the hidden passages, short-cuts and secret rooms on each level. They're packed with goodies for the fat git to chomp down on!

### amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DISKS: 4
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: YES

**A funny parody on platforms but lacks substance.**

75

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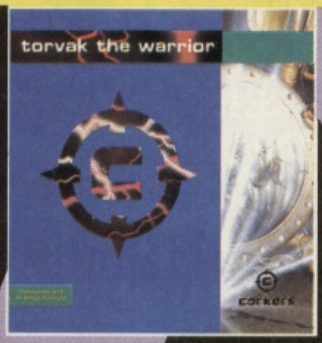
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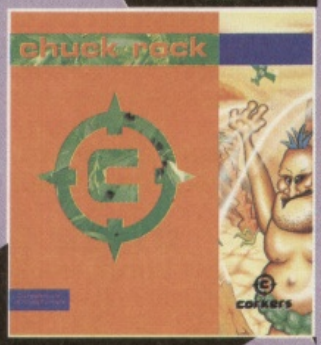



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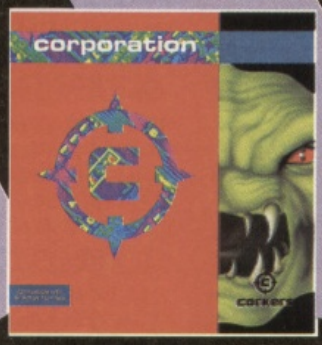



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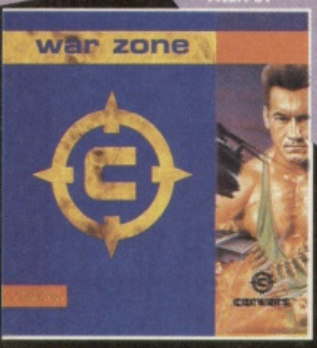
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ZERO 88%

"The scrolling, animation and colour are all of a high standard, but it's the play that wins the day. This is particularly true of the two-player version, but even for one player, the action is tough and just keeps on going... War Zone is an excellent arcadey shoot-em-up."

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Rich pickings!

As we can see Mark, managing Juventus, relied exclusively on the long ball!




Tip time!

It's a good idea insuring your players against injury. There's nothing worse than paying £5 million for a star and he breaks his leg after two games!

# CHAMPIONSHIP MANAGER ITALIA

## Intelek Software, £17.00

Coming from Intelek Software, *Championship Manager Italia's* the first go-it-alone venture by the boys that brought you the Domark *Championship Manager* series of games. *CMI's* a special edition of *CM '93* that's based on the Italian League — recognised as the most competitive league in world football today.

These boys know their stuff all right! This is a jolly good game dealing comprehensively with all the necessary statistics for a cracking footy-simulation.

The paramount requirement of a game of this genre is that it draws the players into its environment. It's got to make you care about the team and want to keep playing. *CMI* achieves this with aplomb. It's a great debut from the lads at Intelek.

> "A quality football-sim"




### Goooooal Lazio!

There's the option of playing with up to four human players from the start. We chose a two-player game. I selected Lazio, incorporating the sublime skills of the fat Geordie, beer-swilling God, Gazza. I asked for the beautiful game, played with panache, selecting tactics passing the ball to feet in a crisp, attack-minded team.

Unfortunately, we ended up in the lower reaches of Serie A, despite some magic moments during the campaign. Stuffing Mark's negative Juventus was a real bonus among many glittering victories, while beating Milan at the San Siro earned performance of the week. Basically, inconsistency against the lowly teams let the season down.

As stated, Mark opted for Juve. He signed Ian Wright for just under £5 million, bolstering his attack, and managed a successful season, winning the Italian Cup and qualifying for Europe. His league form suffered as a consequence, though, and his season petered out, finishing just above mid-table.

The problem with Mark's team, from my point-of-view as a football purist, were the tactics he employed. His team constantly dabbled with that scourge of the game, the long-ball-tactic. His idea of a good victory meant Wrighty scoring a couple from aimless long punts up the field, hardly the stuff drawing the crowds. This was reflected in the fact that my average gates were consistently better than his, despite the cup-run.

On the statistics side, Gazza was voted Lazio Player of the Season by the fans, while Conte got the award at Juve. During the season, Mark had the greatest number of Man of the Match awards for a single player with Ravanelli, while the same player top-scored in the league. Boksic scored most goals for the glory boys at Lazio.

As you've seen in this potted-history of our glory season, there are a hell of a lot of details to work out and stats to monitor to play this great game. The players have enough attributes and personality-traits to make for some complex negotiations over team selection. Personalities include selfish, arrogant, responsible, rebellious and passive. Obviously, it's important to get the right blend to create a match-winning team.

The game also contains all the usual features of a quality football-simulation. Selecting formations, transfer-markets and a host of tables, including management scores, players' average match-ratings and team consistency.

Graphically, there's not much to shout about — the matches are shown as a series of written reports on the game as it happens, while there's no sound at all. However, this shouldn't detract any serious footy-sim fans from getting the game. After all, it's the content, not cosmetics, that are important.

*CMI's* a winner. The Serie A's a great league to be a part of, there's money available to spend on players from all over the globe and the matches appear to run according to form and tactics, with a few upsets now and then. After all, it's a funny old game football!

Chris!

Mark!

Even though this isn't Intelek's first commercial game, it is their first release, and it's a real cracker!

Basing the game on the Italian league's inspirational — it's more enigmatic because of it. There's enough depth to keep you interested after many seasons of play, with domestic and international transfers, well-considered player stats and reactions, a full quota of cups as well as two leagues AND a multi-player option.

This kept Chris and I glued to the screen for hours, with my team, Juventus, finishing mid-table and in the cup final, while Chris' Lazio flirted with relegation.

The difficulty level's just about right — even though we had a good showing in the cup, the league form was somewhat questionable. It's also obvious that the better the team in real terms, the more chance of success in the actual game.

*Championship Manager Italia's* very much based on the original *CM* from Domark; even so, this is a must for fans of quality footy-management-sims.

## amiga FORCE Rating!



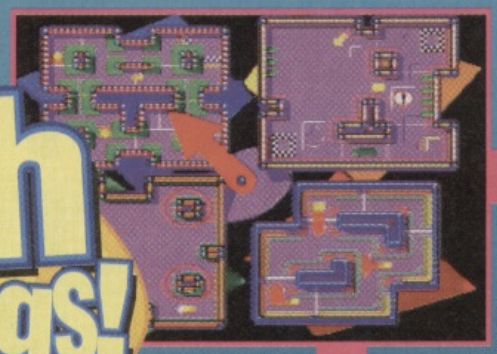
- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 1-4
- GENRE: FOOTBALL-SIM
- 1200 COMPAT: YES
- HD INSTALL: YES

A sim guaranteed to send you over the moon!

88

Reviews!

# Rich pickings!















# COSMIC SPA

## CodeMasters, £25.99

Cosmic Spacehead's a proud man — he's the first of his species to discover a new world, known as Earth. Sensing the beginning of a great tourist attraction, Cosmic rushed back to his home planet spreading the good news. The only problem's he betrayed the first rule of any professional tourist — he didn't record the trip on film! A serious gaffe for an alien tourist!

Nobody from his home world believes a word he tells them. However much he describes the strange race populating Earth, or the many wondrous sights in store for visitors, his mates just scoff. Cosmic's kicking himself for his stupidity, but what can he do?

The only option's returning to Earth, touring the sights, and this time, taking a bloody camera! Oh, but there's one more problem — Cosmic's skint. He needs help raising funds to organise a return trip. That's where you come in — help the little blighter collect the necessary resources, though don't expect it to be easy.

> "A great game to play"

### Spaced out

Your task's guiding Cosmic around his home planet of Linoleum. The object's completing loads of problems and tasks, in a particular order, to progress. For example, on Linoleum, finding and playing the Fruit Machine may win money. Getting the Helium Balloon causes the scary monster to float away, while a passport can only be obtained by first using the Photo Booth.

It's all about using the old grey matter to overcome the obstacles. However, I found stumbling on solutions by accident rather than design more likely.

Each destination, including Linoleum, a deadly space station and Detroitica, an asteroid used as a huge car factory, is divided into sections. They contain other characters Cosmic can talk to and get valuable objects from.

There are a number of commands to use at the bottom of the screen such as 'Move', 'Talk', 'Look' and 'Give'. Simply position the cursor over the command and press FIRE. Then do the same over the object or person to receive the edict. Simple stuff, making the game easy to control and get into.

To move between sections of a stage there are heaps of arcade-style screens to overcome. In fact, 32 in total, including high-speed car chases, crazed robot-attacks and blasts through asteroid fields.

Straightforward platform levels also demand mastery — all entail leaping from platform to platform, dodging weird-looking nasties. Keep an eye out for Cosmic bonuses to collect — they give a welcome extra life, if you gather 20.

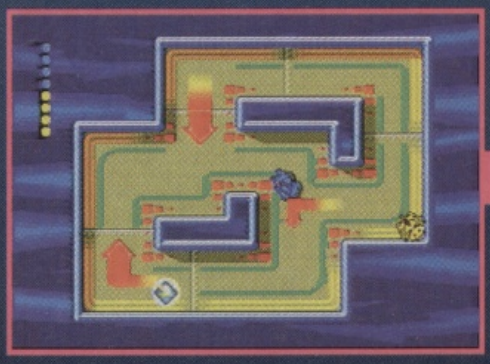
### Cosmic cartoons!

The game's designed like a 1950s science-fiction cartoon with bright, bold colours, bizarre-shaped buildings and spaced-out cartoon characters. The game also attempts to be humorous. For example, if you use the 'Pick-Up' command on the cute girl in the fairground stall at Cape Carnival, the response is worth a giggle or two! It's not exactly side-splitting stuff, but it does add to the overall cartoon atmosphere.

The two-player mode, to be honest, seems to have been thrown in as an after-thought with no real relevance to the main game. All it's about is hurling pies at your opponent. There are four arenas to choose from for a light-hearted battle — the idea's hitting your opponent more times than he wacks you. Not exactly awe-inspiring stuff and I see little point in including this. It hardly adds to the quality of *Cosmic Spacehead*. Oh well, it's harmless fun I suppose!

*Cosmic's* great to play and worth a look for anyone who likes a game requiring a bit of intellectual thought. It boasts heaps of sections, plenty of tricky tasks and a host of arcade games. An original game that's just that little bit different.

Stix!





# amiga FORCE Playing Tips!

**The biggest, the best, the one and only Amiga Force Tips Section! This month we bring you the round-the-worlds guide to *Stardust*, while the roughest, toughest beat-'em-up around is tamed by our intrepid tipsters. Plus don't forget Cut-Out 'N' Cheats and readers' Tips Bits!**

**There are many foes throughout *Stardust's* worlds. All must be overcome if you're to have any chance of entering the Special Missions and Warp-Tunnel sections. Here's a guide to surviving the many pieces of space debris, all intent on crushing your ship into space-dust.**


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## 60 MORTAL KOMBAT

Are you tough enough to enter the pit? Use our exclusive guide to kick the stuffing out of every character in Mortal Kombat. From Sub-Zero to Sonia — all you need to know to punch, kick and maim!



## ALIEN BREED 2 70

A complete guide to the complex levels of Alien Breed. No foreign body escapes from the Amiga Force crew!



## LEMMINGS LIFELINE 74

Yet more Lemmings lifesavers from our team of cuddly experts!

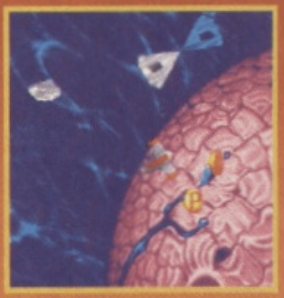
# STARDUST

## Playing Tips!

## TRILONS

■ The Trilons appear as two diamond-shaped ships joined at the tip. They spin around the screen until they reach the centre. The ship then splits into two separate parts — both attempt to push your craft into the oncoming boulders. One touch from either ship is fatel.

Destroy them by blowing the craft away as soon as it appears. Upon destroying the one half, the other loses bearings for a short while — this is your chance to close in and wipe out the remaining ship.

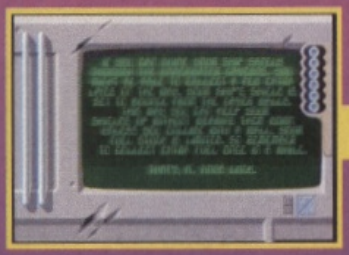


## SPECIAL MISSIONS

■ Special Missions are only really worth entering if you've plenty of lives and a lot of patience. Guide your ship with great care around the underwater caverns as contact with any wall means instant death.

Dotted around the walls are green arrows, indicating the safest route to the exit. When moving around the caverns, only use very short bursts of thrust to correct positioning. More usually sends you flying out-of-control into one of the walls.







## BEETLES

■ The Beetle-Ships travel in shoals, moving randomly around until closing for the kill.

Although the ships have no arms, they're teeming so it's very easy to collide, destroying yourself. Pass the Beetle Level by keeping your finger on the fire-button and not remaining in the same place for too long. It's much harder for the ships to home in and surround you.





## ORBIT PLATE

■ The Orbit Plate's a large shining disc. Although it's easy to destroy, the fireballs it launches can hit your craft unexpectedly from behind.

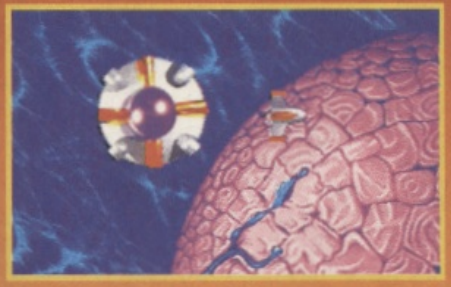
Wiping out the ship's not really a problem — just keep a good distance and blast with laser-shots. About ten hits are sufficient.

## KILLER ORB

■ When the Killer Orb approaches, thrust to the other side of the screen, turning to face it. It opens up and fires — now shoot at it's centre, the only place where you can cause any damage.

When the Orb's laser gets close, activate your shield for protection. Switch to the other side of the screen when the Orb moves again and repeat the whole process until the ship's destroyed.







## SPACE WORM

■ You travel at full throttle in your bid to destroy this foe.

The best method of attack's staying on a straight line either across or down the screen. The worm then stays hot on your tail, allowing you to turn and blast chunks out of the beast. The body's the only weak point — but watch out for pieces flying off when you shoot. They explode almost immediately, inflicting damage to your ship if it's nearby

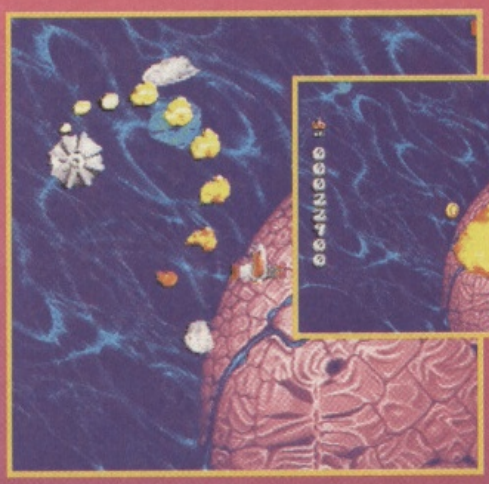


# Playing Tips!

## WEAPON TRANSPORT

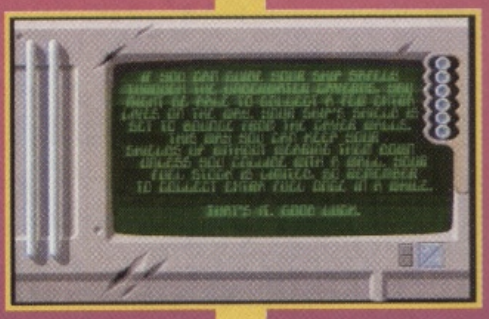
■ The Weapon Transport's more of a bonus ship than a serious threat. Resembling a small bubble-shaped craft, it moves gradually across the top-half of the screen. Transports only pass once across the zone, so ensure you blow them up as soon as possible.

Destroying the ship rewards your craft with an extra bonus weapon. The weapons are all explained in their own section later in this guide.









## FIRE-SPILLER

■ The Fire-Spiller's a real pain, moving slowly across the screen. As it moves, it spins in circles and throws out an arc of fire from the centre. Contact with any flame destoys the ship.

The only way of destroying it is approaching from the blind-side and pumping it full of shots. It takes about ten hits before the ship finally destructs.



## BOMBERS

■ The large ships initially appearing are not the real danger when attacking a bomber. Avoid the large ships as you wait for them to pass by, and release the real threat, the Fire-Faces.

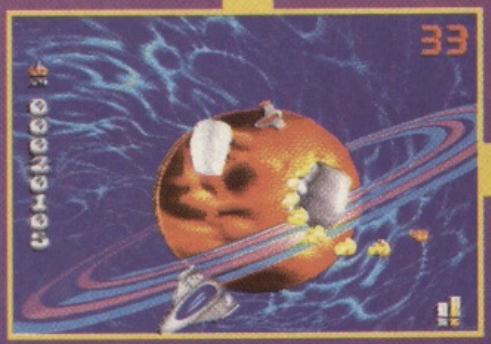
They attack in much the same fashion as the Fire-Spiller and should be handled in exactly the same way.

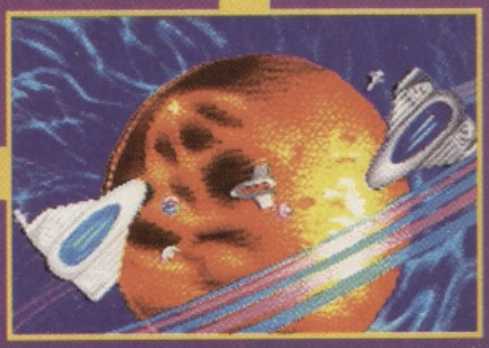
The main advantage of attacking faces is that, when they shrink down, it's a lot easier destroying them while they can't retaliate.

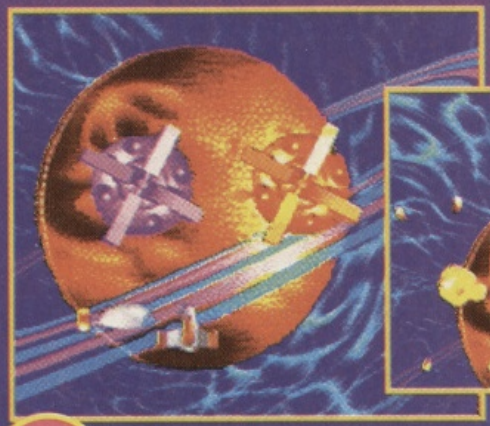
















## MINE-CHOPPERS

■ Mine-Choppers are possibly the most deadly enemy. Automatically drawn towards your ship, they're large discs with spinning blades on top. Avoid at all costs as contact annihilates your ship.

Jet a short distance away and fire with every available weapon to destroy them. Dodge the silver Orbs they release. Innocent-looking balls, they've a nasty habit of exploding and sending lasers out in all directions.

# Playing Tips!

## BONUS WEAPONS

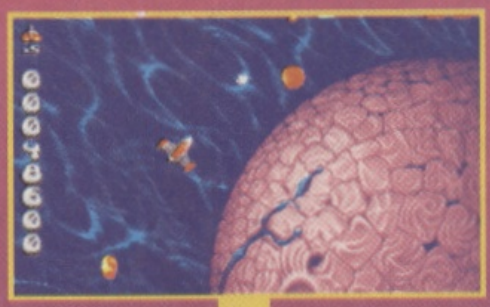
■ The bonus weapons can only be collected from the Weapon-Carriers on each level, so ensure you grab every one. Some prove vital if you want to survive the later levels.



### THREE-WAY

■ The Three-Way weapon's one of the first to collect and can be very useful in almost every level. The Three-Way fires three projectiles in different directions.





## MISSILES

■ Homing Missiles are the most deadly weapon in your arsenal. They destroy almost everything, but make sure you use them sparingly as there's only a very limited supply.





## BOUNCER

■ The Bouncer excels in areas with lots of meteors floating around. It ricochets off anything it hits, so you effectively get two shots for your money!





## PLASMA

■ Selecting Plasma gives you a multi-purpose weapon — the shot-power's about equal to three normal ship-cannon.







## BURSTER

■ The Burster releases a flaming Orb, exploding on contact with the opponent. Although the weapon looks good when fired, it's not really that potent — mainly due to the delay in launching the projectile.



## FLAMER

■ The Flamer's the weapon used by the Fire-Spiller and Flame-Heads. It's particularly effective while your ship's spinning — it fires in an arc and turns your ship into a mini Fire-Spiller.









Playing Tips!

# MORTAL KOMBAT

## DEATH MOVES

**The game creating uproar amongst do-gooders rears its violent head on the Amiga. Furthering your blood-letting escapades, the A-FORCE crew have spent many hours in the pit with Sub-Zero, Scorpion and even the lovely Sonia, producing these player's tips for every character. We've even included the world-famous Final Death moves!**

**Joystick-wielding should be in tune with our descriptions for maximum effect. Explaining further, we use TOWARDS to describe 'towards' your foe, whether facing left or right. When we say AWAY — it means tap your joystick 'away' from the enemy. All button-presses are described as punches. If you've got a one or two-button controller, consult the manual to see how to inflict a punch.**



### TELEPORT

Sneakiest of all special tournament moves, make sure there's sufficient room to reappear behind your opponent. Teleport and then let fly with a flurry of fast punches to your opponent's head from behind.



### RAIDENTRICITY

Raidentricity's only effective as a long-range weapon. Using it when close to an opponent usually results in you being exposed to a beating.

### FATALITY MOVE

Raidentricity Overload. Deliver a shocking experience, enough to send heads spinning, with the following move: TOWARDS, AWAY, AWAY, AWAY, PUNCH.





### TORPEDO

The Torpedo's for pushing opponents away, allowing you to inflict a combination move. It's also useful for gaining distance to launch Raidentricity.

### RAYDEN

The Thunder God's an excellent choice for the intermediate player. His special moves, used properly, finish off almost every tournament fighter.



### COMBINATION MOVES

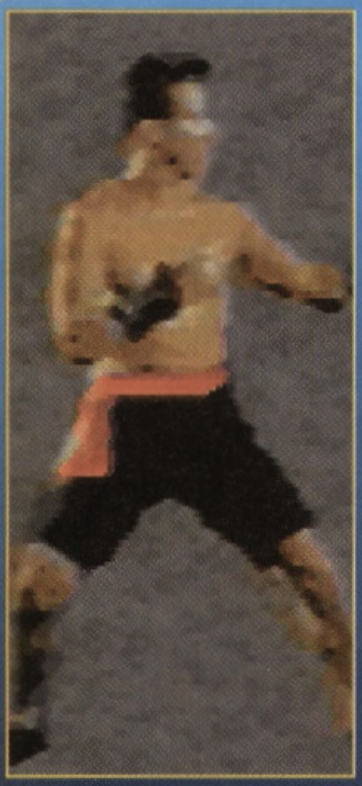
For Rayden, start with a Torpedo, driving your opponent across the arena. Follow up with a couple of blasts of Raidentricity. Allow your enemy to close in, then Teleport behind and finish them off with a volley of punches.







# Playing Tips!



## JOHNNY CAGE

Johnny's one of the fastest and most agile Kombatants, demanding dexterity on the joystick-buttons.



### SHADOW-KICK

Cage's Shadow-Kick's similar to Rayden's Raidentricity — only execute at a safe distance. Not too far, though, as the kick won't fully connect.



### FIREBALL

Let loose the Fireball at the beginning of a match, catching your opponent off-guard. In close combat, it's less effective.





### COMBINATION MOVES

Start with a Fireball, then close in while your opponent's stunned, delivering a devastating Roundhouse. Now, rapidly execute a Shadow-Kick, knocking the rival back far enough to deliver another Fireball.



### PACKAGE CHECK

Although the Package Check's fun, it's essentially a last line of defence. Only use it for draining sufficient energy, preventing any counter-attack.

### FATALITY MOVE

Power-Punch. Cage's devastating power-punch is carried out by closing in and pressing: TOWARDS, TOWARDS, TOWARDS, PUNCH.









## KANO

Kano's steel skull makes his Head-Butt particularly destructive. That aside, Kano's comparatively run-of-the-mill.







### COMBINATION MOVES

Deliver a Flying-Punch, following with a volley of hard punches to the head. While your rival's reeling, inflict a Roundhouse and finish them off with a Head-Butt.

### HEAD BUTT

Draw near, landing it straight to the forehead. Ensure you're close — a missed butt usually ends in a severe beating.



### CANNONBALL

The Cannonball's effective at a distance — especially when your rival's recovering from a vicious knockdown. Don't execute when your foe's on his toes, as this attack's very easy to block.



### SPINNING BLADE

The Spinning Blade, as with almost all projectiles, is only deadly from far range. The blade, unfortunately, can be thwarted or counter-attacked with hardly any effort.

### FATALITY MOVE

Heart Attack. Reach out and hurt your opponent, using the following combination: AWAY, AWAY, PUNCH.







# Playing Tips!



## LIU KANG

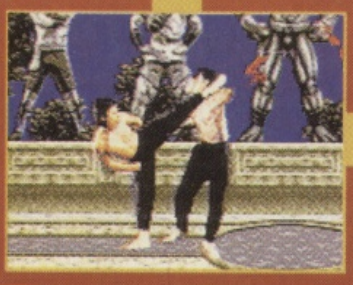
Liu Kang, the Bruce Lee look-alike, flies around the arena. He also kicks with lightning speed.



### SUPERSONIC-KICK

The Super-Kick's almost unbeatable. However, only use it when your foes are at least half a screen away. Otherwise, you sail over their heads, leaving yourself open to attack.







### FIREBALL

Kang's Fireball is one of the few projectiles of any use at close-range. It's due to the speed he recovers, allowing him to launch straight into a secondary attack.







### COMBINATION MOVES

Liu Kang's combination comprises vicious kicks and awesome speed. Begin with a Supersonic-Kick when you land, follow with a Roundhouse, somersaulting away from rivals. When they approach, execute another Roundhouse as you land to catch them off-guard, before finishing with a Fireball.

### FATALITY MOVE

Helicopter Spin-Kick. Carry out this malicious move by drawing near, then using: TOWARDS, DOWN, AWAY, UP, TOWARDS.






## SCORPION

Scorpion, a versatile and easy character to get to grips with, is ideal for beginners. With practice, he can also become a deadly adversary.



### TELEPORT-PUNCH

The Teleport-Punch is only potent if synchronised so you reappear in exactly the same position as the competitor. As your foe has a nasty habit of moving while you're in mid-Teleport, most attacks are futile.







### VAN DAM SPEAR

Coupled with another move, the Spear can be devastating. Launch it, then deliver an Uppercut. Letting the Spear loose, as your rival's recovering from an earlier attack, allows you to maintain position, fighting a flawless match.







### COMBINATION MOVES

Apart from the Spear-trick, Scorpion's best combination is Spear and Uppercut, then leap towards the enemy, delivering a Flying-Punch. Next, inflict a volley of punches to the face, followed by a high-kick to the face.

### FATALITY MOVE

Hellfire. Execute by getting a short distance away and then perform: DOWN, DOWN, PUNCH.



# Playing Tips!



## SUB-ZERO

Sub-Zero could be considered Scorpion's alter-ego. Pitching the two together's probably the most even contest out of all Kombatants. Sub-Zero's moves, once mastered, are a force to be reckoned with.







## COMBINATION MOVES

Sub-Zero can carry out similar tricks to Scorpion, using his Ice-Fire instead of the Spear. Also, start the attack with an Ice-blast and Uppercut. Close in on the enemy, while he's still stunned, and strike with another Uppercut, followed by a Roundhouse. Before he retaliates, deliver a Power-Slide.



## ICE-FIRE

Sub-Zero's Ice-Fire, like Scorpion's Spear, is more powerful combined with an Uppercut. Watch out, though, for the double Ice-Backfire, created by firing another blast while your opponent's frozen.

## FATALITY MOVE

Head-Piece. Utilise this combination of moves: TOWARDS, DOWN, TOWARDS, PUNCH.







## POWER-SLIDE

The Power-Slide's forceful, though complex, and is only worth executing from a distance. This gives you a chance to retreat from the move, avoiding the counter-attack.





## SONYA BLADE

She looks cute but is definitely not a lady to be messed with. Rely more on her kick-power than her punches. Frankly, they're very weak.








## COMBINATION MOVES

Begin with a Flying-Kick, followed by a Leg-Toss and then a Roundhouse. Wipe out the enemy with an Energy-Wave, quickly backed up with a high-kick.



## ENERGY-WAVE

Sonya's Energy-Wave effectively holds opponents at bay. In close combat, though, it's impractical. Use it to keep your foe at a distance, wearing down their energy until you close in for the kill.



## REPTILE

You need to be in the Pit Level to battle with Reptile. If he's waiting, you see a shadow pass across the moon — it can be anything from a kite through to a witch on her broomstick. Now fight a double flawless match and finish with Fatality. If you manage to survive both rounds without getting hit, it's a short fall into the pit and a fight with the green dude, himself.

## FATALITY MOVE

Kiss Of Death. Perform this move with the following combination: TOWARDS, TOWARDS, AWAY, AWAY, PUNCH.









## LEG-TOSS

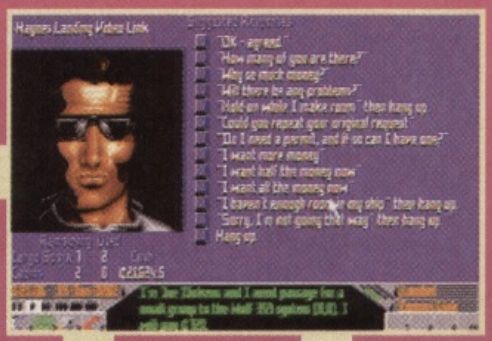
The Leg-Toss is the most impressive of all Sonya's attacks. Utilise it to catch the enemy off-guard. If you're quick enough, perform a Leg- Toss and get next to your opponent before he gets back on his feet. Execute another toss, removing large amounts of energy.

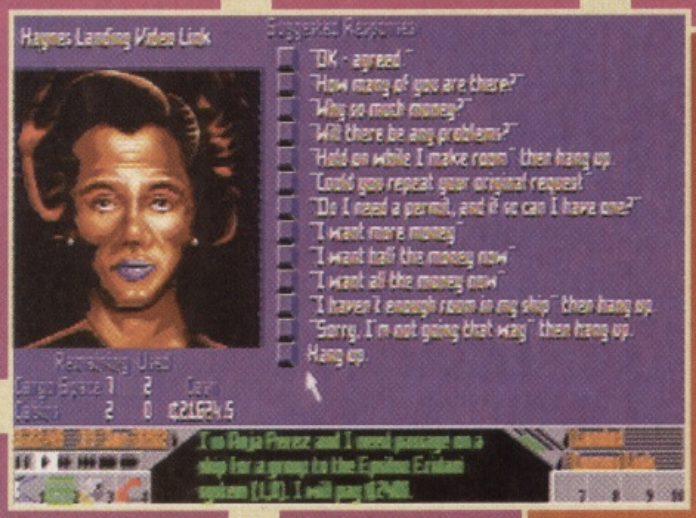


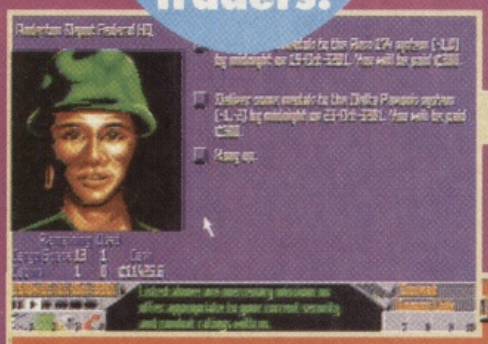
# FRONT

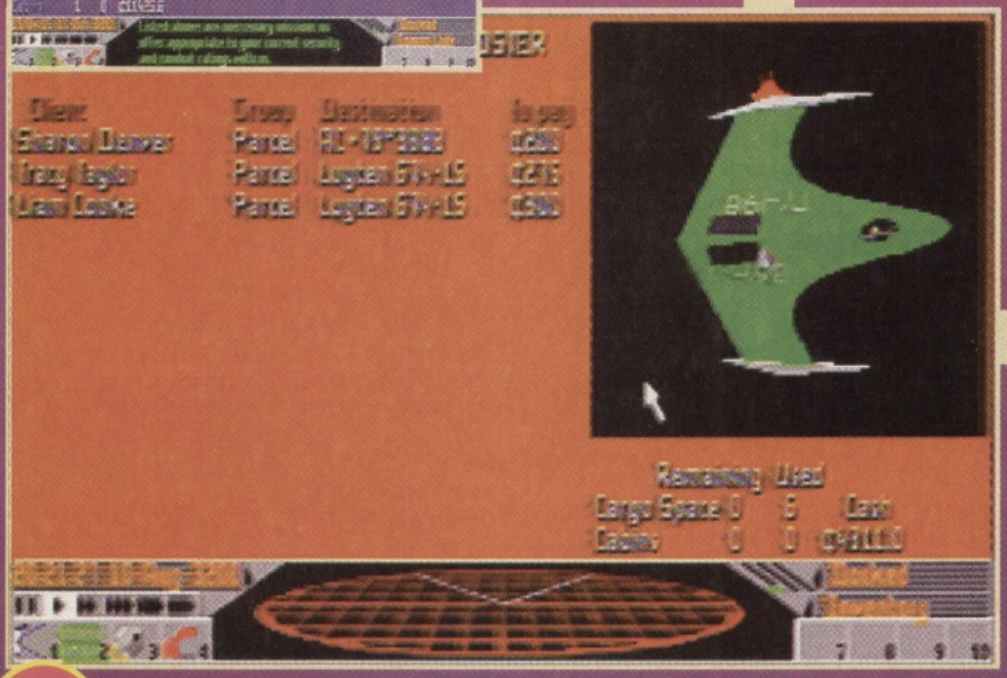
**Frontier's back again! For those still stranded in this excellent space-trading and combat game, AMIGA FORCE presents the second part of our extensive player's guide. This month takes you even deeper into the far reaches of the solar system as you strive to become the elite of space-traders.**





## MISSIONS

Be wary of mission-selection from the bulletin board. Although some missions offer a high price for completion, they could cost the ultimate price — your life.

Until you're fully competent, avoid those involving one person requesting a fast ship to a certain area. It usually means they're into dodgy-dealing, causing you trouble not only with the Federation, but also with other space-scum and villains.

In particular, a lady named Alison Edwards should be shunned at all costs. She pays well for her trips around the galaxy, but uses them to work against the Mafia — even completing one mission upsets them. It also leads to an assassin on your tail in almost every system entered.

Groups of four or more people are usually a safe bet as they're only visiting friends in other systems. However, these trips are only really possible when you've acquired a ship large enough to make the trip worthwhile.

A further marginally-dangerous mission's carrying tax reports — stay alert at all times for an ambush.

Remember — only take deliveries which are on your route to another system. It's because the jobs don't really pay enough to take the risk of making large detours.

Scour the bulletin board and you often find packages need delivering. Always check the contents before accepting missions, as it's very easy grabbing the cash and realising too late you're carrying illegal items. When taking jobs from the bulletin boards, demand half the cash in advance, preventing you losing out completely if your employer decides to do a runner without paying up.

# ELITE II

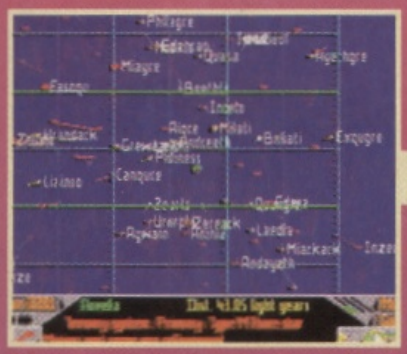
## THE OUTPOSTS

Guard against taking missions to the far reaches — unless, of course, you're doing the water-run and the stop-off's on your way.

When you reach the outer-systems, stay vigilant and ensure the ship's fully-armed. Many systems are controlled by hostile religious groups. They don't take too kindly to visitors, electing to blast them into oblivion.

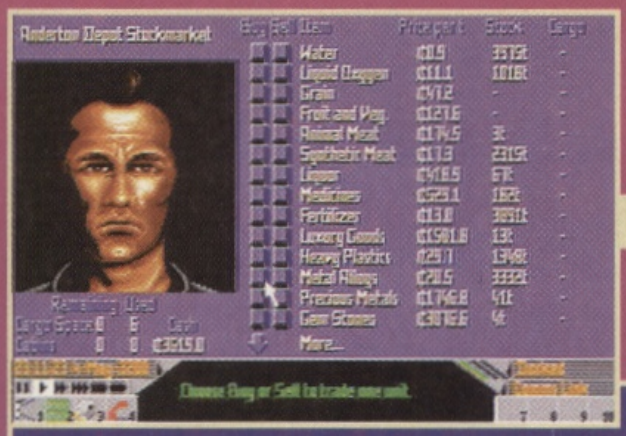
If you're armed to the teeth and have no scruples about legal status, some systems can be very profitable for both gun-runners and narcotics-dealers. As an outlaw, search the anarchical ones for items you require. However, remember — honour amongst thieves doesn't really ring true in this game.

When planning your route, ensure you don't make a detour through a Federation system. Otherwise, you could well find yourself a magnet for serious police interest.

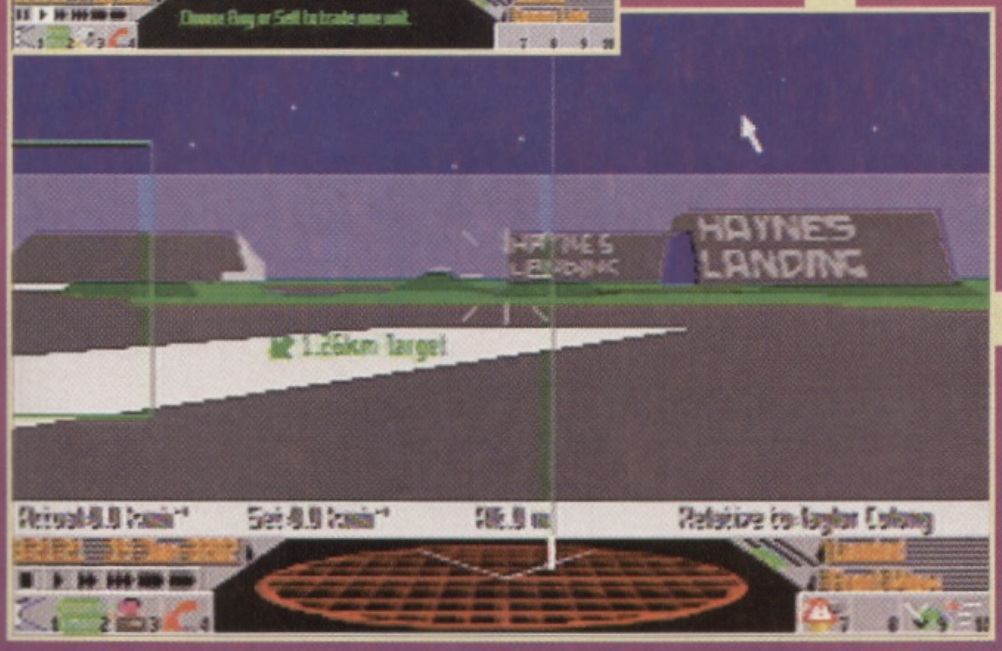









## CASH RUNS

Apart from the route between Sol and Barnard's Star, mentioned in our earlier tips, we've also discovered other areas are valuable sources of cash.

When going to Sol with computers, land at Paris to sell them, either through the bulletin board or on the stockmarket. They fetch a higher price than most other places on Earth. Take robots to London, selling for the same reason.

During the cash-run between these two systems, always check bulletin boards for packages, passengers and missions to Formhault. It's only a short detour and a quick way of boosting cash. For easy money, also carry luxury items to the port of Schnider Town on the planet Discovery in Ross 154 and Delta Pavinons — there's an acute shortage and top prices are paid for whatever you can take.

Check out outer-systems, especially ones close to fireball planets — water's a rare commodity there. However, missions are only worth attempting when you've a larger ship, making the long journey worthwhile. Plan the route well and carry plenty of fuel, avoiding being stranded in a dead system with no chance of retreat.

The easiest way of tracking down the highest prices is checking out planetary information before going — concentrate on carrying major imports as higher prices are paid than for minors.

# Playing Tips!

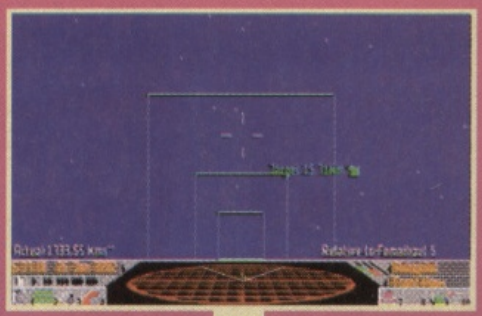












## DANGEROUS ITEMS

Throughout *Frontier*, transporting certain cargo, including large supplies of arms and nerve gasses, attracts unwelcome attention — especially through unruly systems. Also, carrying over two tons of liquor lures many pirates to your ship. Use a heavily-armed craft if you're hell-bent on taking booze and earning cash.

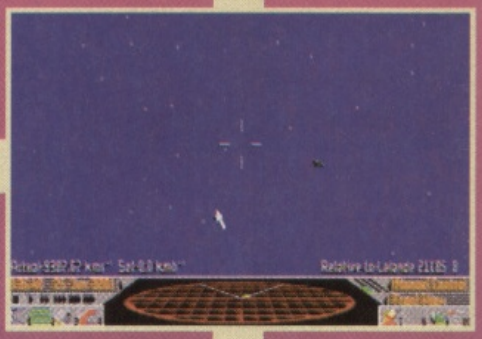
Keep cargo to a minimum through lawless galaxies — the more barren systems raid your ship for absolutely any freight, especially any type of meat or water.

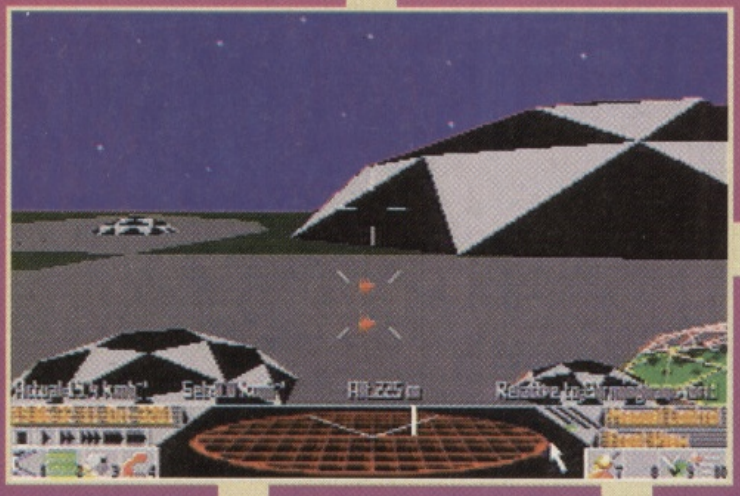
## ADVANCED NAVIGATION

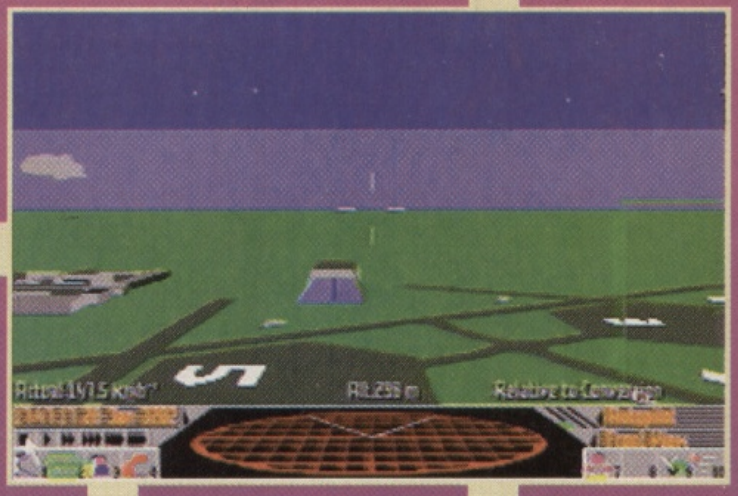
Enemy ships have greater supremacy when you're approaching a planet. Find the nearest galaxy, utilising Hyperdrive to warp to it. Fly for a short while before warping back to your original system. You now find you can fly closer to your destination before coming under attack again.

Repeat this procedure until you begin your final approach to the planet. However, there's one potential danger — make certain you're carrying plenty of fuel. It's obviously more worthwhile if you're taking freight or passengers, guaranteeing loads of dosh!

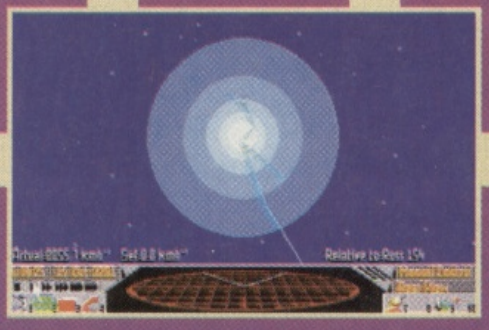
If you're executing a jump into the galaxy with the Spaceport, fly a short distance through the present system first. Doing this makes the distance to travel in the next a lot shorter, enabling you to avoid any ships which may attempt to close in and attack.



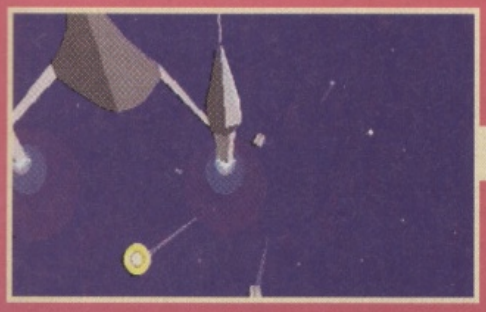










## COMBAT

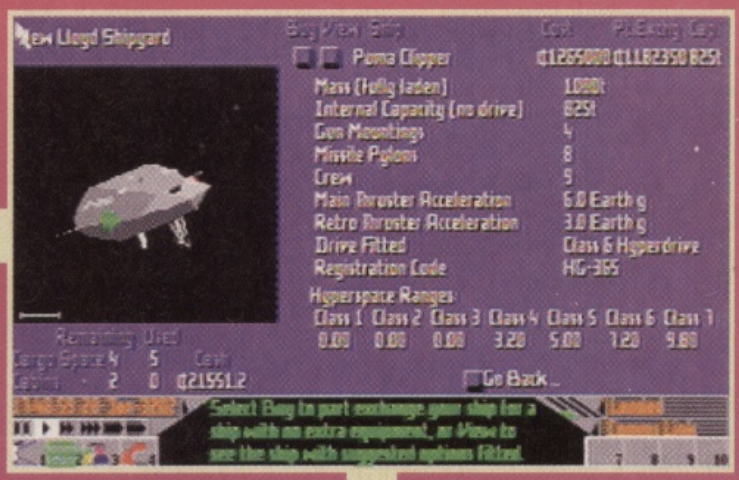
When a superior craft attacks, it's wiser jumping out of the galaxy, returning to complete the mission another time.

If the Auto-Pilot gets destroyed, return to your last saved position and begin again. Otherwise, you risk being completely stranded with little help through battles and tricky landing procedures.







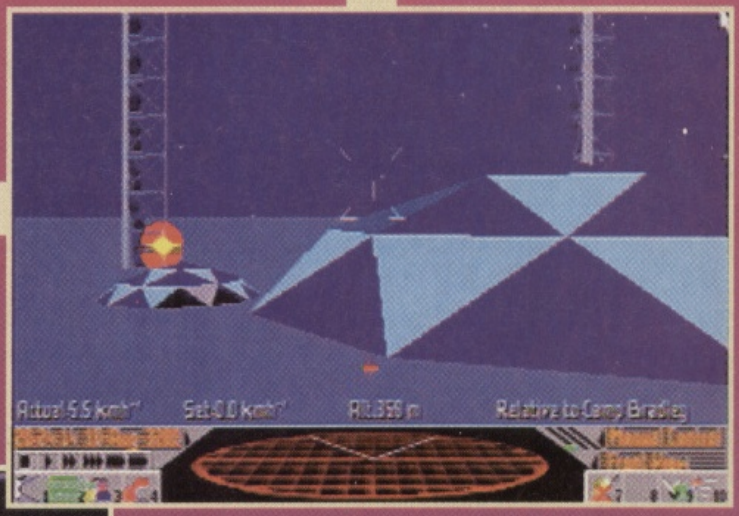


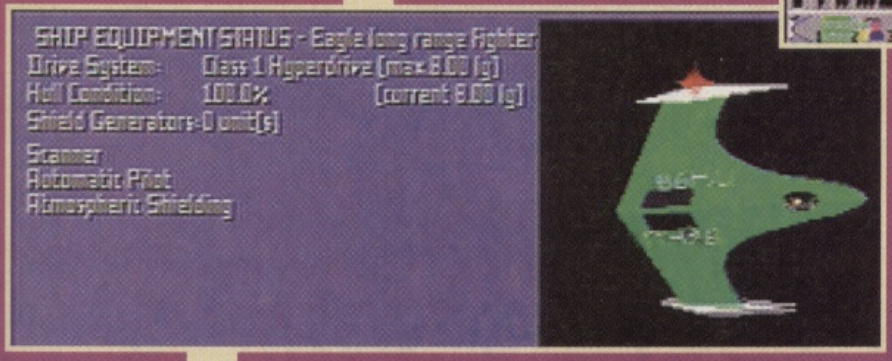

## PURCHASING SHIPS

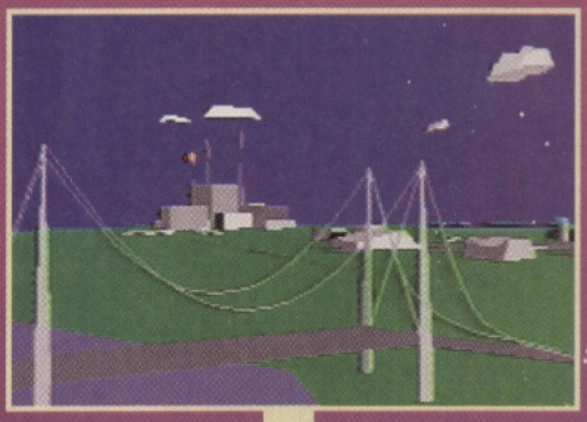
Always check the Shipyards when landing at a Spaceport. In particular, examine the new and used ships section for upgrading your craft. If you see a ship you'd like and have enough cash, buy it straight away — it won't be available again at that port for the same price. There's a very fast turnover in ship-trading!

Also be wary — the weight of the ship isn't the actual load capacity. You also need to add peripheral items like Auto-Pilot, Lasers and Hyperdrive before you know the real capacity for cargo and passenger cabins.

If you decide to purchase a ship, go to the Fitting Yards and sell every extra item from your previous one, earning a little cash. Then sell it as an empty shell. However, you can't dispose of it if you've passengers on board — unload all cargo and people at their required destination before you trade.









## AND FINALLY...

The main aim's, of course, acquiring the biggest craft you can and as much money as possible. So, use money-runs, upgrading your ship, and then try to take on every Federation mission possible, boosting ratings.

Playing Tips!

# MEAN ARENAS

**Mean Arenas takes the gameshow violence of *Smash TV* and mixes it with *Pacman*, producing the most addictive and deadly game appearing for a long while on the Amiga. There are many items throughout *Mean Arenas* threatening to burn, bash or blow you up! The key to successfully completing the game's knowing how to use each to your advantage.**

## FIRE-SHIELDS

■ Fire-shields appear in almost every arena as an orange circle on the floor. Step into it and receive a shield around your body. You can now run into enemies, destroying them on contact. The shield only lasts for about two minutes, so bear this in mind; try running into as many guardians as possible in the short time you're given.

The main trick's picking up one shield and quickly finding another. Grab hold of a new shield, while still possessing your old one, and an explosion destroys all enemies.





## HIDDEN ARROW-LAUNCHERS

■ These little fiends are a real pain. The only way of telling when they're in the arena is by looking at the walls and floors. If you see a hole in the wall, immediately check the floor for a dark pressure-pad. Touch it and you launch the arrow.

However, they're easy to avoid in most situations if you remember to cross the piece of floor in the same direction as the arrow. It then follows you down the passage, allowing you to side-step it before it hits you. Remember the launchers' locations so you don't run into them when trying to escape from an enemy.

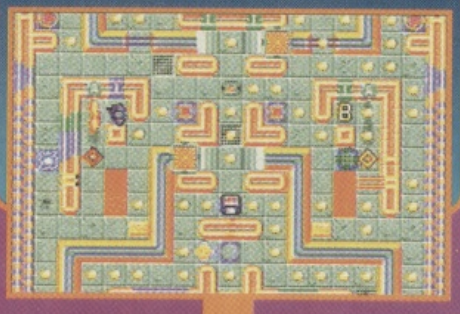
## BONUS METER

■ The Bonus Meter can be very infuriating if you don't understand exactly how it works. Every time you pick up a large 'B' icon, a letter's added to the word 'BONUS'. Whenever the word 'BONUS' is completed, a letter's added to the word 'CREDIT'. When you've lit up every letter, an extra credit's added to the menu.



## FLAME-UNITS

■ Although these hotshots are really deadly, use them to advantage by only crossing in front immediately after they've shot — particularly helpful if you're being followed by a weaker enemy. Simply run in front of the Flame-unit so the enemy follows and ends up a toasted foe.













# Playing Tips!

## GUARDIANS

**Arena guardians are many and varied. Some are very intelligent and can only be destroyed by shooting them, while others aren't as smart and wander into any traps set up.**

## HUMANOIDS

Humanoids look like your main character and are also very clever. Once spotted, they don't leave him alone. Escape by either outrunning or shooting them into small pieces. They don't walk over traps so the flame trick doesn't work on these guys.

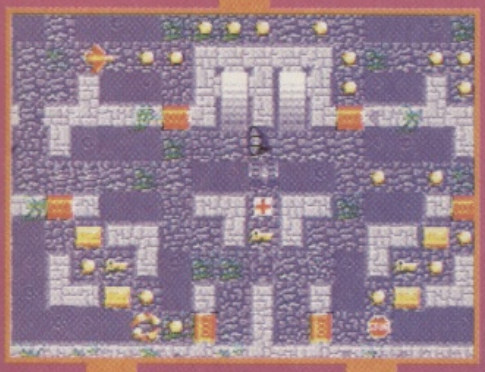
The only places where these fiends don't follow is across conveyor-belts or ice. If you've got one hot on your tracks and you've no ammo, head across the nearest piece of belt or ice, leaving them stranded.



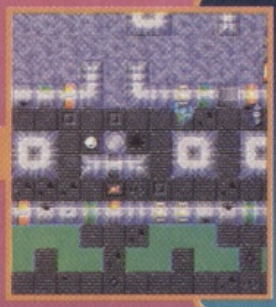


## TANKS

Tanks are very similar to Humanoids, though not as astute. It's possible to lead these guys blindly into sneaky traps. The biggest drawback of having one follow is that, unlike Humanoids, Tanks can chase you across ice-fields.



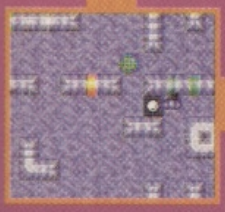




## GHOSTS

Ghosts are slow and inflict little damage but can make life hell on later levels. They pass through anything including walls, making them tough to avoid.

Two types appear, visible ones which are easy to outmanoeuvre, and the invisible — the most dangerous. There's no way of avoiding the invisible type and neither can be killed. (They're already dead anyway).





## ORBS

Orbs appear in many guises from bombs through to glowing ball shapes. Possibly the most dangerous, they're also the fastest and most intelligent of all foes.

They can cross any terrain and are rarely foolish enough to walk into any traps. Destroy these beasts by shooting them with one of your weapons.









## TIPS FOR FAME AND SUCCESS

After many hours dashing round mazes and grabbing coins, we've unearthed hints allowing you to become the *Channel 27* champion.

When collecting coins, make sure you grab every one from the area you're in — this saves backtracking and getting into more danger.

If you're surrounded by guardians and you've plenty of power left on your energy meter, a suicide run straight through the nearest opponent is usually the best option. You suffer some damage, but it's a lot less than the harm or even death sustained by staying in the same place.





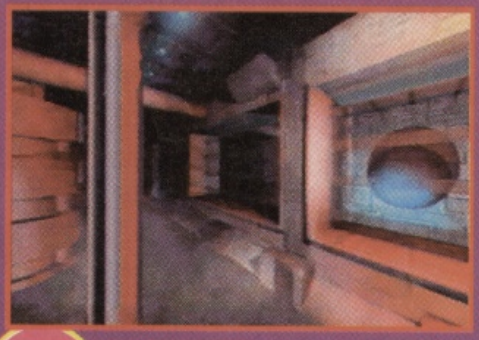


# Playing Tips!

**In a follow-up to the highly successful, *Alien Breed*, comes, of course, the sequel — imaginatively titled, *Alien Breed 2*. Well, unoriginal titles aside, *Alien Breed 2's* a fast and frenetic blend of death, mayhem, aliens and outlandish weapons. In fact, the very ingredients making for another outstanding A-FORCE player's guide.Throughout *Alien Breed* are many traps, dead-end passages and, not to mention, vicious aliens — check out these cracking tips to delve deeper into the game!**

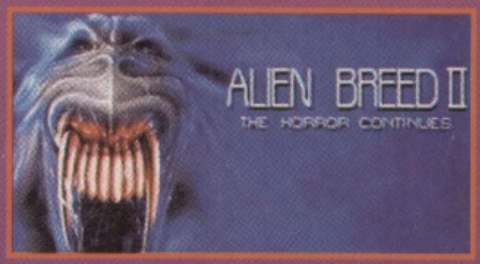


There are plenty of extra credits to be grabbed here. Although they're no real use for the rest of the game. So it's really not worth the risk needed to collect them. It's much safer to just head for the exit.

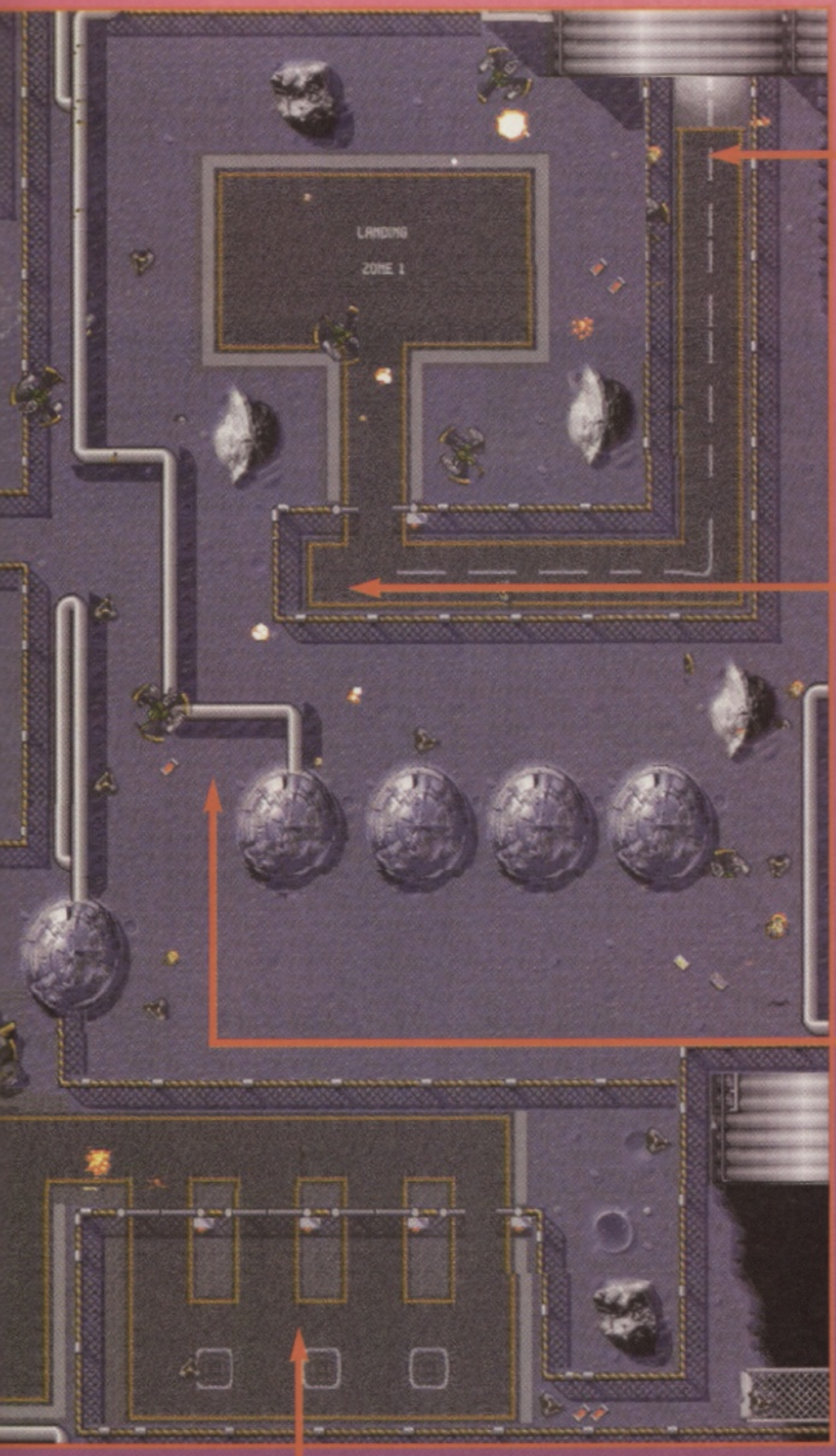





As you run across this open space you'll notice a strange wind which attempts to blow you off course. Fight against this at all costs, as it has a nasty habit of blowing you straight into a chopper's blades. Which of course leads to the demise of your poor little chap.



# Playing Tips!




As soon as you start the level, move straight to the right side of the fence. It stops you from getting killed by the two Choppers, zooming in towards you at the start of the zone.



Don't attempt to take the obvious short-cut around the bottom of the rock. You can't pass through the gap and usually end up getting killed by a roving Chopper, passing over your head.

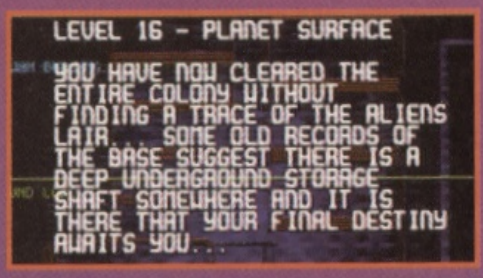
Dash through this area, avoiding the fireballs.



Never hang around as you go through this passageway. It's so small, it's impossible avoiding any fireballs or Choppers which may approach while you're in the corridor.



Entering this area rewards you with a nice group of bonus goodies. Unlike the other bonus groups, these ones are actually useful. Grab the extra ammo-clips, as you find them a godsend, aiding you through the final zone in the game. You need a key to enter this zone.






# Playing Tips!

## LANDING PAD



The Landing Pad's your insertion-point on the planet. The biggest problems are flaming Fireballs, raining down from above.

There are also Choppers flying around the area with the sole aim of destroying you. However, the main objective's finding the entrance to the next zone and the relative safety of the interior.







## CHOPPERS

Not only can the Choppers shoot you, as they strafe the ground with their cannons, they also kill on contact. The best tactic's avoiding them, even if it means backtracking to get out of their paths.









## FIREBALLS

Fireballs can't actually kill, but inflict serious damage if touched. The balls fall at random, though, and increase if you spend too much time in one area. So, it's best staying on the move at all times.

## ENTRANCE TO THE CIVILIAN BUILDING

Finding the entrance to the Civilian Building's tricky. From the start, head to the left corner of the landing zone. Pass through the two pipes before heading across the bridge. Move to the far left, continue across the loading zone and right until you've crossed the next bridge. Keep moving right and you find the entrance just past the loading zone.



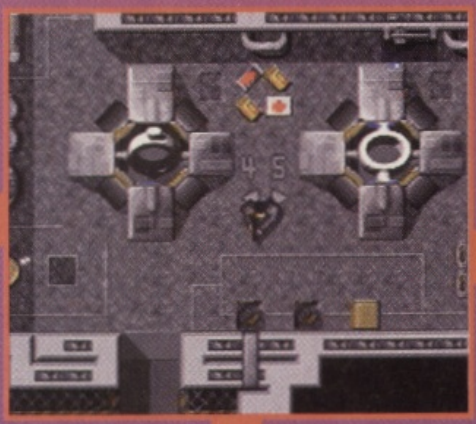
## MAINFRAME COMPUTER

The Mainframe Computer in Level Two's located just to the right and above the starting-point. Walk up to the terminal and let rip with your weapon, demolishing it. As soon as you destroy the Mainframe, the whole screen turns red.

Ensure you know the exit-route before blowing up the Mainframe — you've only a very short time to escape before the whole place explodes.

## CIVILIAN ZONE

Destroy all out-of-control anti-matter regulators, escaping from the first Civilian Zone. Get away from the second by demolishing the Control-Computer. The third mission sets you the task of finding the key from the base Governor. The fourth and final mission in the Civilian Zone demands activating the Crushing-Machinery, before escaping into the security tunnel. All Civilian Zones contain similar foes — some can be defeated while others must be avoided.








## ANTI-MATTER REGULATORS

The Regulators are large round blocks with a spinning ring in the centre. The only way of destroying them's standing next to the main body and firing your weapon at the ring. You cannot inflict damage by shooting diagonally to the ring — only if you shoot it at right angles.

Don't linger in the room with an active Regulator, as it becomes overloaded with power, firing projectiles in all directions.





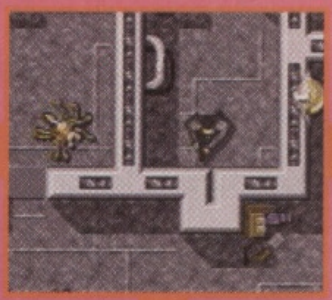
## CRUSH MACHINERY

The Crush-Controls are to the north of the building. Once you've activated them, go as far right as possible. Travel down until you enter the small tunnel. Go to the end, discovering the deck-lift to safety.

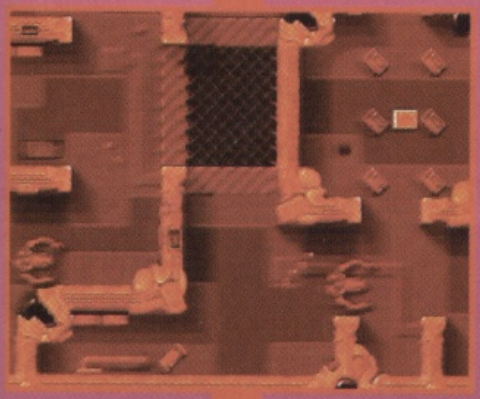
# SCIENCE ZONE

The first mission demands you activate the military Laser, blowing through the security door. The second requires you collect the red security key and negotiate the maze, entering the next mission. The third's another Time Level in which you must find the second deck-lift before the place blows. The fourth necessitates plugging the toxic gas leak.



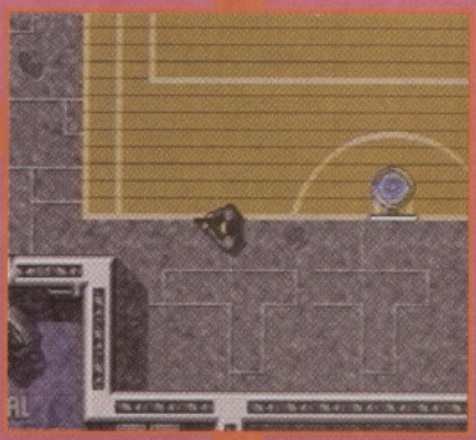


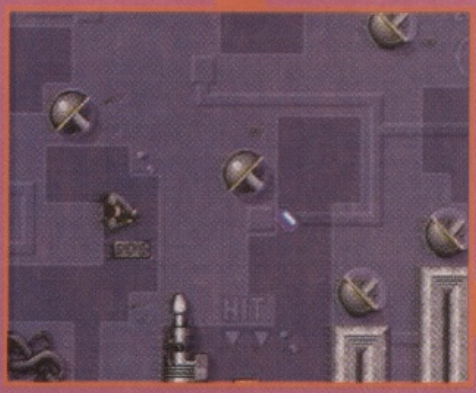




## MILITARY LASER

The Laser's located in the top-left corner of the zone. Go into the room with the spinning Lasers, avoid their projectiles and shoot the small pad on the wall next to the Laser, activating it. Once the laser fires, walk through the newly-opened doorway. Go to the right and down for the deck-lift to exit the zone.



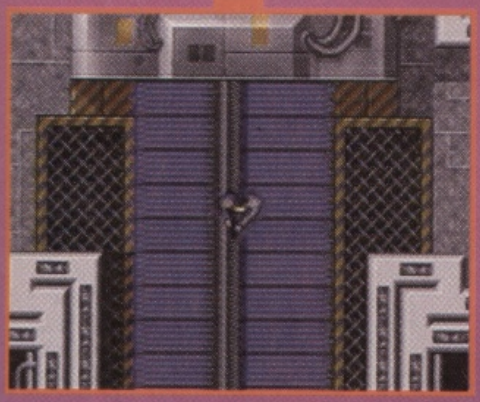


## MISSION THREE

The Speed Level needs a fast trigger-finger for countering alien warriors. Shoot everything crossing your path and go to the right. Never take the central route, as nine times out of ten, they're dead-ends.

## TOXIC GAS

Arm yourself with a Flame-Thrower, the only weapon for plugging the leak. Go to the top-right corner of the level and find the broken pipe. Fire the Flame-Thrower at it for a few seconds, mending the hole. Return to your start-position, completing the zone.



# GENERAL SURVIVAL TIPS

One vital tip's running from a fight. If you're faced with an oncoming alien, and your weapon isn't powerful enough, take flight. It not only saves you energy, it allows another shot.

As soon as you've found enough credits, upgrade your weapon. The one to avoid's the Flame-Thrower — it really isn't powerful enough to destroy the aliens.

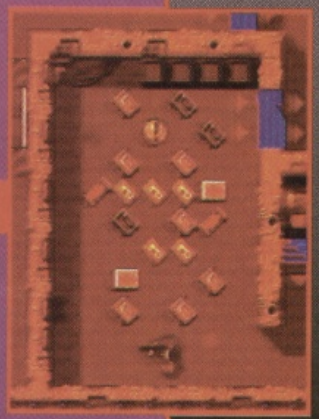
Purchase a remote Tracking-Unit as soon as you can. These are very useful when you're running in circles as they reveal a map of the immediate area, allowing you to plan your route.

The general rule with alien warriors is — if it moves, shoot it! All mobile aliens can be destroyed. The wall-guns and laser- emplacements, however, must be avoided. Keep moving at all times, giving the guns less time to lock onto your position.

Use all ammunition sparingly, as it becomes very scarce on later levels, and it's not always easy finding a terminal and purchasing extra clips.











# Playing Tips!

# Lemmings™ Lifeline

If the letters are anything to go by, it seems many *Lemmings* -buffs are still struggling with brainteasers in the labyrinth of mazes found in every corner of the games. This month, though, the Lemmings Lifeline extends to readers stumped by *Oh No! More Lemmings* — we've spent many hours solving Tame Level 11. As well as getting to the bottom of this level, we take the Lifeline a step further by solving Level 29 from the Fun Zone of the original *Lemmings*.

If you're stuck on any level in *Lemmings*, *Oh No! More Lemmings* or even *Lemmings 2*, then write to: Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Please remember to include the level you're stuck on, as well as the level password. Sorry, but we cannot reply personally to any problems.

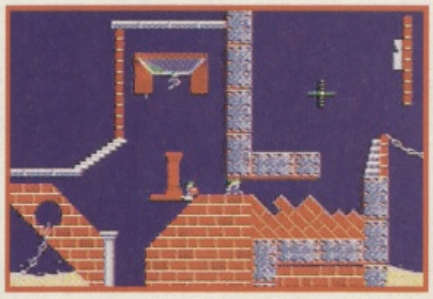
## MUTINY ON THE BOUNTY

**Oh No! More Lemmings**
**Wild Level 11**

Mutiny's another of those levels where one poor Lemming does all the work, while the rest of the gang stand around twiddling their thumbs. It demands spot-on mouse-work, so make sure you get in plenty of practice before attempting this level.



**1** Wait for the first Lemming to walk back to the left. As he reaches the top of the red slope, turn him into a Builder. He creates a mini-bridge to the left, preventing the rest of the team from dying.



## WORRA LORRA LEMMINGS

**Lemmings**
**Fun Level 29**

Lorra Lemmings test building and bashing skills to the limit. If you keep calm and follow our solution to the letter, you reach the next level before you know it.



**1** As Lemmings fall out of their hole, they walk to the right. Turn your first Lemming into a Blocker, stopping the rest of the gang swimming.



**2** Convert the third Lemming into a Blocker, trapping the second Lemming next to the pedestal. Transform the snared Lemming into a Builder, constructing a bridge over the pedestal.

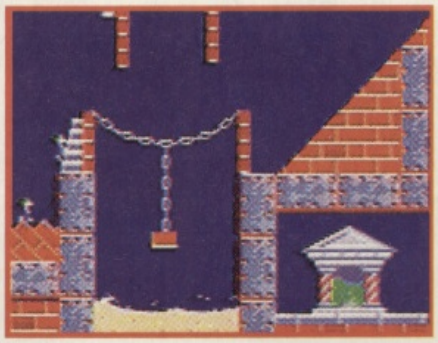


# Playing Tips!

**2** Transform the next Lemming into a Basher as he walks right, enabling him to smash a path through the brick-ends.



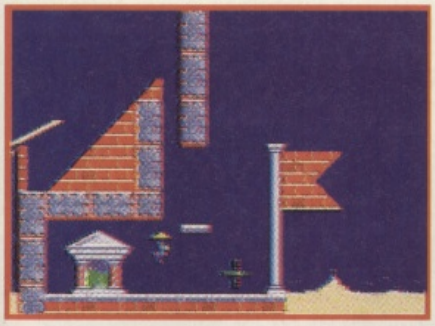
**3** Lemming Three should be turned into a Climber to scale the steel wall and go to the chain-bridge on the right.



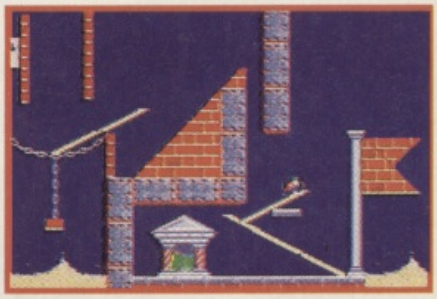
**4** Change this Lemming into a Builder, halfway across the bridge. His construction work helps stop him and the others from falling into a sandy grave.



**5** Allow your heroic chap to walk up the slope. But remember to arm him with an umbrella for his free-fall off the edge.



**6** Following a safe landing, your Lemming strolls right and turns around. As he begins his return journey, turn him into a Builder, making a bridge to the left.



**7** When the bridge reaches the roof and he turns round, build another bridge to the right. Convert one Lemming in the main group into a Builder to erect a bridge up to the platform on the right, allowing your pals to escape.



**3** Let the Builder drop down into the small pit and convert him into a Basher, breaking through the wooden pole.



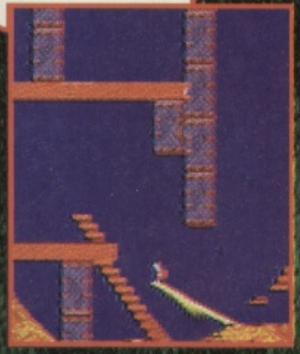
**4** After he's bashed through the pole, make him smash through the next pedestal and the ground lying behind it.



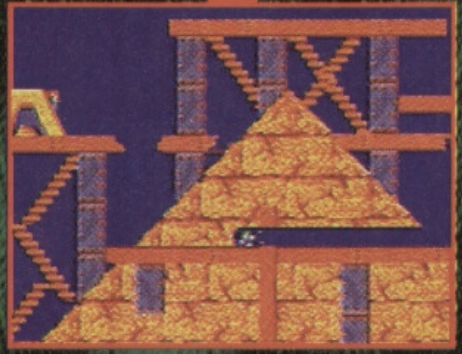
**5** It's time to use bashing skills again, breaking through the bottom of the broken stairs.



**6** As soon as you crash through the steps, change into a Builder, creating a bridge up to the wooden ledge on the left.



**7** When you've reached the large pyramid, batter through to the left until you're at the metal block.



**8** As your Lemming turns back, heading right, change him into a Builder, forming a zig-zag network of bridges up to the exit platform.



**9** Blow up the left Blocker, releasing the rest of the green dudes on their journey to safety and completion of the level.



Playing Tips!

# ALFRED CHICKEN

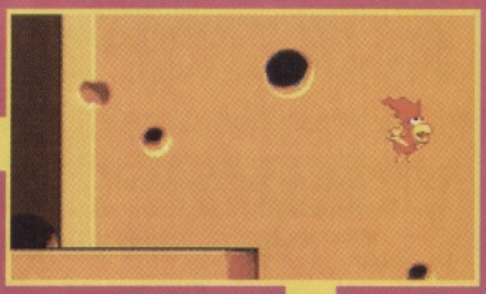
**Tired of Italian plumbers, blue hedgehogs and ninjas from the Nth Dimension? Check out *Alfred Chicken*, possibly one of the strangest games around. As with many platform games, it contains the obligatory hidden zones — finding them can be a real pain, though. Hence, our AMIGA FORCE guide to finding the hidden stages in the first three levels.**

## 1

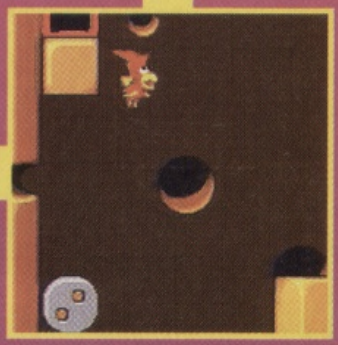
■ Bounce up to the doorway at the top of the first screen and enter. This brings you out in another screen, positioning Alfred right between a toy mouse and a springboard. Work your way right until you come to a dead-end wall. Jump against it and push right — if you've done this correctly, you pass through the wall and can walk right to another doorway.

You should find yourself in the first of the Bonus Zones. Pick up the telephone and jam-jar from the plant. Once you've collected the jam-jar, the screen fills up with bonus cheese wheels.

Grab all the cheese pieces and go through the door, dropping into a room with two star blocks. Step off to the left and bounce on the spring until you reach the highest point. A doorway appears in mid-air which you should jump into to find the hidden zone.







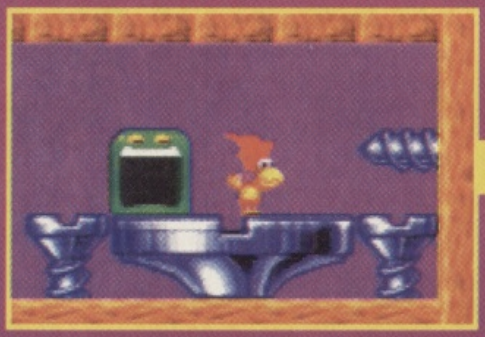


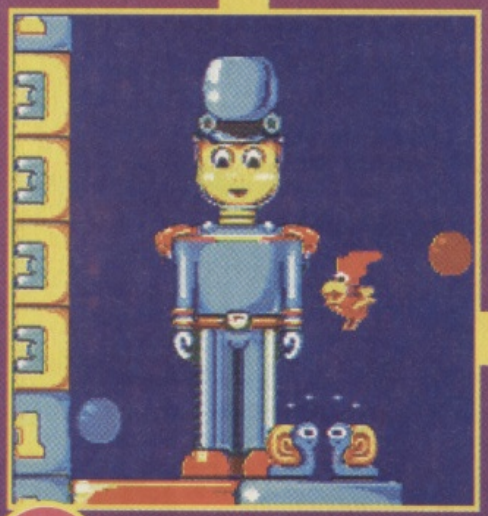
## 2

■ Move to the top right of the first screen before going left to the large toy soldier. Drop down to the soldier's feet, finding the next screen doorway.

Travel right to the sleeping bomb. Jump over very carefully so you're standing next to it. Leap straight up into the air, revealing a hidden spring — jumping onto it catapults you into the air.

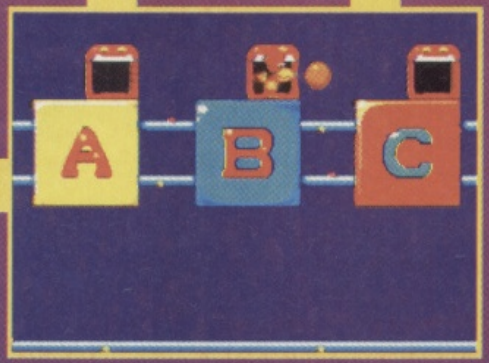
Bounce up the springs to the 'A', 'B', and 'C' blocks with the mounted doors. Doors 'A' and 'B' take you through to the next part of the level, while entering door 'C' accesses the bonus room.









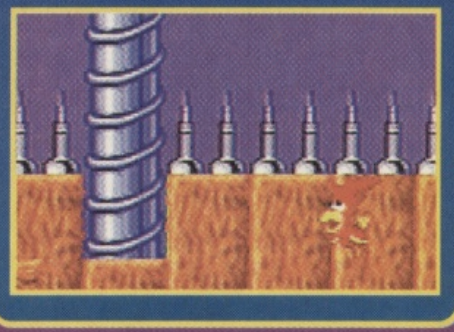



## 3

■ Jump up the large screws, reaching the doorway on the ledge above. Pass through the door and spring left onto the wooden block. Leap across to the left, landing on the exploding block.

Stand on it as it blows up and keep LEFT pushed. You float down through the secret passage and spikes, entering the door to the next secret Bonus Zone.





# TIPS BITS

**As you all know by now, this is the section of the mag written by the readers, for the readers.**

**If you're stumped by any part of a game, TIPS BITS, through either the A-Team or our army of readers, will endeavour to shed light on the problem. Don't hesitate to send us your scintillating new tips or any answers to queries raised in this forum.**

**Remember, the best tipster every month is rewarded with a free 12-month subscription to AMIGA FORCE (don't worry if you already have one, we'll renew it for you). So, send your tips and problems to: TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

## EYE OF THE BEHOLDER

Q&A ■ Due to a slight technical hitch we were unable to print the second part of the *Eye Of The Beholder* solution last month. For all you who've waited so long, here's the second part of Darren Jordan's solution.

### Level two

This level's filled with skeletons and zombies. If you want to avoid a fight, let your priest turn them, and you can walk past unharmed.

As you enter this level, you're faced with three identical corridors with silver locks. On the ground is only one silver key. First, open the door to the south.

The crossroads you come across spin you 90 degrees to the right each time you cross. At the west fork, the corridor ends in a 'travel' marker. Step through it. Find the other one and step through that. You enter a room with two zombies. There's no treasure, but it's good experience. Return to the crossroads.

The south fork comes to a dead-end with a floor panel. When you step on the panel, you hear a stone-grinding sound. Don't worry it's a secret door opening further in the sewer. Return to the crossroads.

The east fork takes you to a small maze of corridors which teleport you around. To avoid them, find the 'travel' markers on the walls and step through them. This way, you avoid the teleports and can reach the other side. There is a secret door at the end, and here you will find another silver key. Return to the level entrance.

Next, open the door to the east with the silver key entering an area of corridors filled with pits. Around the walls are various buttons to close them. With one you can see a floor-panel beyond. Throw something over the pit, hitting the panel and closing it. In this area you'll come across another silver key, and hear another stone-grinding noise. The ladder in this area

# CUT OUT 'N' CHEAT!

**THERE'S NOTHING WORSE THAN GAMES PACKAGED IN HUGE BOXES THAT ARE 90% AIR — HOW BIG ARE OUR SHELVES SUPPOSED TO BE? THESE CHEEKY CHEATS WON'T EXACTLY FILL 'EM, BUT THEY'RE DARNED USEFUL ALL THE SAME.**



leads down to a room underneath the pits. This is where you end up if you fall down a pit. Down here's a potion. Return to the level entrance.

Now use the third silver key to open the north door. As you step through, you see a corridor on the left that goes nowhere. This corridor opens slowly and is what's making the stone-grinding noises. You come back here later.

Most of the doors in this area appear stuck. Force them open by clicking on the bottom of the door. If you fail to open it, have a few more goes. If you still fail, rest for a while, then try again. One of the doors can't be forced open so throw a dagger through it. You eventually find more treasure and hear another stone- grinding noise. Go back to the slowly-opening corridor mentioned earlier.

The corridor's now fully open. In the room beyond, you find a stone dagger. It's not a weapon. It's a key for a magic portal found later on in the dungeon.

The door in the bottom-left corner can be opened by throwing a dagger through it. You'll come across an alcove filled with lights. On the wall is the sign 'RATS' — Rapid Action Transport System. This teleport takes you close to the door to Level Three. Don't go through it just yet.

Next, you come to a door, beyond which is a room containing a button and an inscription saying 'ENTRY LEVEL'. This is a lift. To operate it, close the door and press the button. The inscription now reads 'CORRECTION FACILITY'. You come into a room full of prison cells. In each are two skeletons. There's the odd piece of treasure to be had in some of the cells. In the southern cell, the central brick on one wall opens a secret door. This leads back into the room that's under the pits from earlier on. Return to the left.

Left again brings you to the 'DEATH SECTION'. There are a few zombies and a door that needs forcing open. Beyond the door, you find a gold key. This opens the door to Level Three. Return to the lift. Using it again takes you back to the 'ENTRY LEVEL'.

If you want to move onto the next level quickly, go back to the R.A.T.S, step through it, and go north until you find the door. Put in the key and you're off to Level Three.

If you want to explore a bit further, that's fine. Going the other way brings you into a maze with wandering zombies.

To the left are a few rooms. To open the first door, place an object on the floor-panel. In the room beyond are two doors. Behind each one are undead creatures. You can only open the north door. After the creatures are out of the way, you find a lever and a button. The lever opens the other door. The button seems to do nothing, but has opened up a new corridor in the maze, and has changed a few of the walls round. Use your map to avoid getting lost. You can now go down to Level Three.

## Level three

The creatures on this level are Flinds and Kuotoas. Both can be a bit nasty. The Kuotoas' first attack is a lightning-type spell. It's best to try to avoid it, then attack before they do it again.

If you go round to the rooms on the right, you come across corridors of trapped gas. When the computer says you feel dizzy, you have turned around 180 degrees. Just turn back round and carry on.

Going to the left takes you into the rest of the dungeon. First, you come across another R.A.T.S. If you use it, it teleports you almost to the end of this level. A good way, if you want, to skip it. But you miss out on all the fun!

**Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!**

### Dynablaster

XXXXXXXX

A handy set of codes for those later levels:

3-1: MXVCLSAH
4-2: ROCEGMPU
5-1: ROLCLSEW
6-1: ROFVWBNL
7-3: MAREWGKP
8-2: MXAEPMYH

### Parasol stars

OCEAN

Type CYNIX while playing, then press any of the following keys to access these cheats:

C: Extra credits
X: Skip to next level
B: Enter bonus screen
M: Gives you all three stars
G: Kills all the enemies
Use 1-7 and F1-F10 to skip to those levels.

### Mean arenas

ICE

To jump to any level up to 20, simply type the level number you require in the password screen.

### Woody's world

DMI

A few handy passwords for all you Woody fans:

AHJBEAEA,
MODNAAOG,
OKDNFAPK,
MPDNGAMF,
MKDNCAIK,
OIHMOACO.

### Xenon 2

OCEAN

Pause the game and type in RUSSIAN AIR. Unpause and use N to skip levels.

### Stardust

BLOODHOUSE

Enter the following passwords to help you further into the game.

CDSSUAAAAMGL — World Two completed.
CISUVAATANGK — World Two completed with lots of lives and weapons.

### Iotus 2

ELECTRONIC ARTS

Enter your password as TURPENTINE for unlimited time. Alternatively, enter the password as DUX to play a 'hidden' game.

### Assassin

TEAM 17

Try typing in these names on the high-score table for a few surprises: ASSASSIN, SUPERFROG, ALIEN BREED, PROJECT X.

### Sink or swim

XXXXXX

To finish the game faster, type in this code:

FIELDSOFDOOM.

The corridor after the R.A.T.S has a teleport-trap and you're teleported back to the end of the corridor. This seems to work only once, so try again. If it does it again, try walking along the corridor backwards or sideways. Once round the corner, search for the button opening a secret room.

At the next junction, go south to the door. In the room beyond are three silver locks. You should have a few silver keys from the last level. Opening any of them reveals a button. But, you should push the middle button to reveal a secret passage. The others aren't very pleasant to you.

On the map on the right is a small room. Outside is a silver lock. Round the corner is another silver lock. If you open the lock by the door, it opens, but also puts you in the middle of a group of Kuotoas who attack from two sides at the same time. Not nice! Instead, open the silver lock round the corner. It still opens the door, but only subjects you to one Kuotoa.

Eventually you come round to the room with all the drainage holes. To enter, place the gem you should have found, into the square hole. When you enter, to your right is a floor-panel with a rock. Step on it. This opens and closes some pits. Now carefully walk round the room. There's only one route for you to take. You come across more floor-plates. Stand on them. Basically, if you see a floor-plate, step on it. You eventually work your way round to the treasure. The floor-plate next to it helps you return to the door.

Next on your map is a square room with a maze beyond it. Both are full of Flinds and Kuotoas. There's also treasure in there. The room has a teleport area that moves you into another corner of the room. In the maze, you come across a set of human bones. These, too, become another party member at a later date. In the top-left corner of the maze is a T-shaped area. The corridor on the right has a secret door taking you beyond the large room on the map.

The large room on the map's marked 'MUSEUM' on the wall, and can only be entered from the door on the right. Inside are many monsters. They're not moving. You can walk past them to the other door. You notice there's treasure underneath some of the monsters. To get it, you must kill the monsters. But, if you fight a Flind, all the other Flinds wake up and attack. The same for the Kuotoas. In the first alcove's a Kuotoa guarding a shield. Killing the Kuotoa may be easy, but once you pick the shield up, all the other monsters wake up and attack. A tip's to work your way to the other door and open it. This means you won't be trapped in the room, surrounded by monsters. Then, pick a fight with a Flind or Kuotoa. Once one type of monster's dead, wake the other monsters and kill them. You may want to rest between fights. The room is now empty and ready for plunder.

Through the final door you find the other end of the R.A.T.S.

After the long corridor is the area with alcoves and dead-end branches. The alcoves each contain a pair of eyes, with one eye missing. The dead-end branches contain blue gems which fit into the empty eye-sockets. Just put all the gems into the sockets. There are several confusing teleports moving you around the corridors. It's annoying, but you can eventually visit all the alcoves after a little patience.

Once all the gems are in place, the north and south alcoves open up into a large room beyond. There's some treasure there and a choice of two ladders down to Level Four.

■ Thanks again for the excellent solution Darren, hope to hear more from you in the near future.



# Playing Tips!

## PREMIER MANAGER

Q ■ I am a regular reader of your magazine and I am wondering if you have any cheats or tips for the excellent *Premier Manager 2*.
**Jason Noteman, Preston.**

■ Well Jason, if you take a wee peek at the CUT-OUT 'N' CHEAT section, you'll see that we have a handy little cheat. It was sent to us by Mark Chapman from Torquay.

## BOB'S BAD DAY

Q ■ Since purchasing Dome's excellent game, *Bob's Bad Day Out*, I've been playing it relentlessly. As a result, I've managed to reach Level 70 and I would like to share the level codes with your many readers.

2-ZBFBCYPD 3-ZBFBCYOD
4-ZCKBCXND 5-YBFBCYQD
6-YCKCCXPD 7-YCKCDXOE
8-YDPCDWNE 9-XBFCDYQE
10-XCKCDXPE 11-XCKDDXOE
12-XDPDDWNE 13-WCKDEXQF
14-WDPDEWPF 15-WDPDEWOF
16-WEAEEVNF 17-VBFEEYQF
18-VCKEEXPF 19-VCKEFXOG
20-VDPEFWNG 21-UCKFFXQG
22-UDPFFWPG 23-UDPFFWOG
24-UEAFFVNG 25-TCKFGXQH
26-TDPGGWPH 27-TDPGGWOH
28-TEAGGVNH 29-SDPGGWQH
30-SEAGGVPH 31-SEAVVHOI
32-SFFHHVNI 33-RBFHHYQI
34-RCKHHXPI 35-RCKHHXOI
36-RDPIHWNI 37-QCKIIXQJ
38-QDPIIWPJ 39-QDPIIWOJ
40-QEAIIVNJ 41-PCKJIXQJ
42-PDPJIWPJ 43-PDPJJWOK
44-PEAJJVNK 45-DDPJJWQX
46-OEAKJVOK 47-OEAKJVPQ
48-OFFKJUNK 49-NCKKKXQL
50-NDPKKWPL 51-NDPLKWOL
52-NEALKVNL 53-MDPLKWQL
54-MEALKVPL 55-MEALLVOM
56-MFFMLUNM 57-LDPMLWQM
58-LEAMLVPM 59-LEAMLVOM
60-LFFMLUNM 61-KEANMVQN
62-KFFNMUPN 63-KFFNMUPN
64-KGKNMTNN 65-JBFNMYQN
66-JCKOMXPN 67-JCKONXOO
68-JDPONXOO 69-OCKONXQQ
70-IDPONWPO 71-IDPPNWOO
**S. G. Lockey, Dunfermline.**

■ Thanks for the codes Mr S and thanks for the *Winning Post* cheats which we've included in our CUT-OUT 'N' CHEAT section.

**This month's subscription winner is S.G.Lockey for his ace Level Codes to *Bob's Bad Day*. Stay tuned — more next month! Our readers are demanding more and more tips and cheats as they grapple with the best in Amigadom. Don't hesitate to send them in — remember, a year's subscription to AMIGA FORCE is awarded to the tipster offering the best in the postbag.**

### Cabal
XXXXXX
Type SCHLIKA at any time, making the border flash. Now use F2 to skip levels.

### John Madden
ELECTRONIC ARTS
49'ers fans should try these codes to take you all the way to the top:
Quarter-Final — 6662200
Semi-Final — 6272200
Final — 6672204

### Rainbow island
OCEAN
To enter the secret room, collect the diamonds in this sequence:
Red, Orange, Yellow, Green, Blue, Indigo, Violet.

### Populous 2
ELECTRONIC ARTS
When you use lightning on anything, press 1 and release the mouse-button. Lightning now continues until you press the mouse-button again. It costs nothing to carry out this cheat.
Enter your code as ADKIUCMCZNDIFINL for maximum experience in all areas.

### Hunt for red October
XXXXXX
If you're surrounded by enemy ships, simply save the game. When you restore it, all ships will've disappeared.

### Dalek attack
ADMIRAL
Type ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS.
If it doesn't work, try swapping the names around or entering JAMES BOND instead of ROGER MOORE.

### Alien breed 2
TEAM 17
Enter any of these codes on the password screen to boost your ratings.
EFFECT CODE
50,000 Credits 736353
Level Skip(press N) 243433

50 Keys for each player 378829

### Premier manager 2
GREMLIN
Use any of the following telephone numbers to enter a hidden Fruit Machine. The machine has different combinations giving both good and bad effects.
896610, 602114, 220769, 250967, 000123, 781560.
Dialling 089869 allows you to contact the club secretary.

### Lostpatrol
OCEAN
This one takes a while to carry out, although it's well worth the wait. Rest for 50 minutes and for no loss of food your strength and morale is restored by a few points. This may not sound that impressive until you realise that this restores all of your remaining men to 99%.

### Hook
XXXXXX
Go to the Bait and Tackle shop and pick up the mug next to the candle. Repeat the pick-up in the space where the mug was and you'll get every item to complete the game.

### Alien breed 2
TEAM 17
Here are the all-important codes for the original version.

| LEVEL | AREA CODE |
|---|---|
| 1 Landing Pad PT 1 | 098654 |
| 1 Landing Pad PT 2 | 736353 |
| 1 Landing Pad PT 3 | 243433 |
| 1 Landing Pad PT 4 | 378829 |
| 1 Landing Pad PT 5 | 000000 |
| 2 Civilian Zone 2 | 353828 |
| 3 Civilian Zone 2 | 108383 |
| 4 Civilian Zone 3 | 370101 |
| 5 Civilian Zone 4 | 982822 |
| 6 Security Passage | 847464 |

### Lotus 3
ELECTRONIC ARTS
Enter CU AMIGA in the code-box to enter a hidden game.

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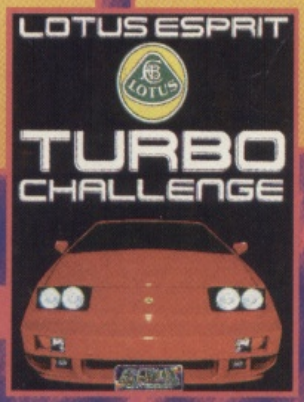
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Software Failure. Press left mouse button to continue.

Error: 062668611 Task: Amiga Force

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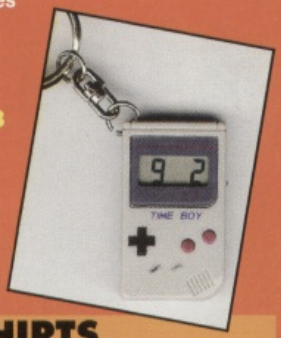


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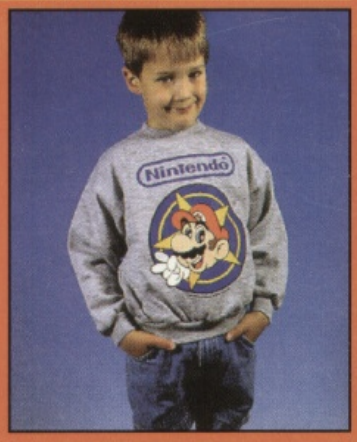
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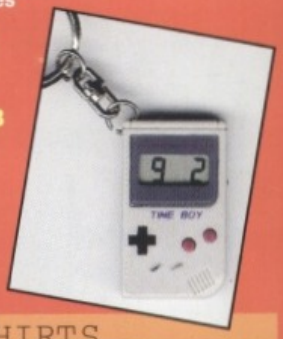
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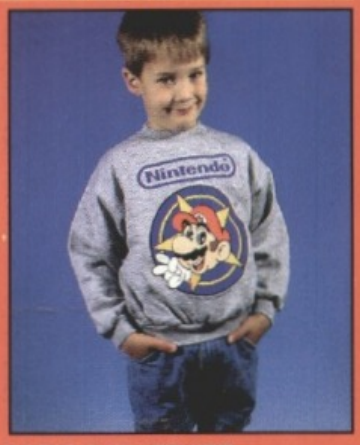

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# a New KiNd of MaGaZine...



Welcome one and all to a new kind of Amiga Force. You won't find any 'free' disks on our cover and no high cover price either — instead just a 100% solid Amiga gaming magazine. If you've had a quick flick through this issue you'll have noticed some major changes. We've redesigned the mag from scratch and put together a brand new editorial team.

One of the main differences is the way we'll be reviewing games. There are umpteen magazines out there all rushing to bring you the latest full price reviews, usually making a botch job of it in the process. Most of them don't even glance at the latest budget releases.

There's none of that in this magazine. Instead we're dedicated to bringing you informative, in-depth reviews on the games everyone can afford. Whether they be original budget titles, re-releases, compilations or CD32 and A1200 upgrades they'll all be covered properly under these pages.

Of course we can't ignore the full price games — they still make up the majority of the sales in the Amiga software world. What we'll be doing is sorting out the wheat from the chaff and reviewing the best full price releases every month — and even then they won't get the standard review treatment. We'll be covering the games from another angle, offering budget and re-release alternatives to the full price game or creating a feature on the game's background and influences, incorporating a review.

Sounds complicated? Well it's not. We just couldn't see the point in bringing you a magazine covering the same games in the same way to all the others. We hope you like what we've done, if you do drop us a line and say so! If you don't then flip over to the survey on page 53 and tell us why.

Well that's enough chat from me. Enjoy the magazine.

Nick Roberts

**Nick Roberts**
**Editor**

IN THIS ISSUE...

# amiga FOR

• MARCH '94
• ISSUE 16



# CO

# It Was MaRio!

Yes, the little fat Italian plumber from the Super Nintendo is coming to the Amiga with Mindscape. *Mario is Missing* isn't in the usual platform game mould but it's great fun to play. Find out more on page 12.

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## Codemasters

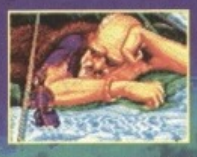
One of the leading software houses of the past few years open up their back catalogue of budget and full price releases for inspection. We ask the top dogs about their personal favourites and take a look at their greatest games of all time.

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**In the all-new AMIGA FORCE Tips Vault over on page 60 we've got hoards of tips for all kinds of games. There's a detailed players' guide to the excellent graphic adventure *The Secret of Monkey Island*, tips on *Frontier: Elite II*, *The Lotus Trilogy*, the compilation *Excellent Games* and the instant hit *Jurassic Park*. Phew!**




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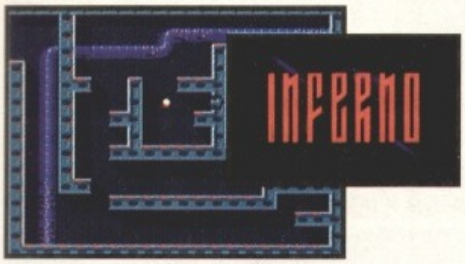
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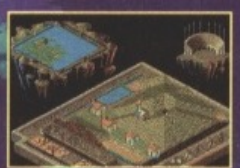


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**Page 50**







**February already and a big kick in the teeth for all those console chumps bearing black flags for the future of the Amiga. As it stands market share for Commodore's evergreen 16-bit buddy here in the UK is approximately 46% — almost that of Sega and Nintendo put together.**

Of that, the SNES occupies a mere 12% of the home entertainment system user base. So, what with the CD32 wonder-machine far superior to the Japanese cart-based systems and streets ahead of the Mega CD, Commodore are set to stay firmly at the forefront of home gaming — as long as their financial problems don't get any worse.

Of course the CD Amiga is far more than just a games machine. Its high quality Full Motion Video capabilities make it a superb platform for other media applications just beginning to be realised. After a nine month refurbishment project, the London transport museum re-opened on 14 December with interactive videos at the heart of the new look. Touch screens and simulations are available to visitors allowing one to experience the joys of public transport (!?) over the last century. Hardware for these systems is made up of 109 CD32s as well as miscellaneous Amiga A4000s. This doesn't mean (we hope) an influx of train and bus sims onto the market but it does illustrate the power of the machine and gives an idea of what might be achieved should programmers fully explore the possibilities of this new power base.




## Film '94

Another feather in the CD32's cap is the recent launch of its new FMV cart. This special attachment enables Commodore's flagship machine to play videos stored on CD using the MPEG1 standard. The unit is roughly five by six inches wide and half an inch thick, consisting of a substantial circuit board encased in a robust metal box. After insertion, it appears to take longer for the CD32 longer to display its title screen — if, say, you've seen the difference between A600 and A1200 start-up speed, you'll know what we mean. Other than that, there's no noticeable difference, other than the fact the machine's now capable of playing FMV games, videos...

There aren't a great deal of these available at the moment — at the time of writing, we've just received invites to a ceremony for the launch of the first commercial music video on CD — but there soon will be, simply because it's said to be easier (and certainly cheaper, with duping costs around the 57 pence mark per unit) to store feature films or pop videos on CD. Recent research indicates that traditional VHS cassettes are practically unusable after between 20-50 years — those who frequently hire videos from high street libraries will know just how bad the cassette quality becomes after a few year's worth of use.

Commodore have yet to announce news of a potential CD bundle with the unit — we should imagine they'll opt for a music video compilation, if anything — but by the time you read this, the unit will be in the shops. We've also heard rumours of Phillips video CDs working on CD32 machines, but there's no hard evidence to substantiate this as yet — more information on that when we get it... and an FMV cart, for that matter! Commodore aren't renown for their generosity when it comes to free review copies...

Christmas is the season of goodwill and all that jazz, with everyone making time for drinking, eating and all manner of jovial japes — including Commodore, it would seem. This little jest of theirs (see picture) will doubtlessly have peeved Sega, especially with it being a cruel parody of their 'to be this good takes ages/Sega' slogan. It's essentially the advertising equivalent of David Pleasance popping 'round to Sega HQ and taking a crap on their marketing director's desk... for the want of a better analogy, ahem!

## Live and kickin'

Early it may be, but the biggest event of the year is already set to be the Live '94 show in November. The first 'Live' show last year was a roaring success, attracting in excess of 140 000 eager punters to London's Olympia. Praise gushed from all corners of the industry with David Pleasance, Commodore's joint Managing Director enthusing 'The most exciting I've ever been involved in', with Prof Peter Cochrane of BT Research adding 'A tremendous success... quite spectacular' and Steve Shields, Managing Editor of our sister mag Mega Machines, quoted as saying 'Was I there?'. High praise indeed. In fact, expectations for this years extravaganza are so big the venue's been changed to Earls Court with its substantially larger capacity. This is in no way an optimistic move as within a mere three weeks following Live '93 the organisers were inundated with bookings for 1994 amounting to over twice as much floor space as the whole of the '93 show.

Research indicated that those who attended the show alone would spend a staggering £90 million over the following year on home entertainment and, given the market as it stands, you can bet your bottom dollar a fair portion of that will be Amiga-related. All that remains to be said is get ya tickets early — this is gonna be a big one!

While on the subject of 'big ones', a couple of new Manga movies are on the way. The Japanese kings of kinky animation are set to release further instalments of two of their long running sagas. First there's *The Final Challenge*, part four of the *Doomed Megalopolis* series. Gore fans might be a little disappointed to learn that it's only a 15 rating but fear not. *The Hostages*, episode four of *Crying Freeman* is a good solid 18 and will feature all the gratuitous sex and all you cartoon pervies hanker for. One's mind drifts to the possibility of a CD based interactive Manga game — imagine that...



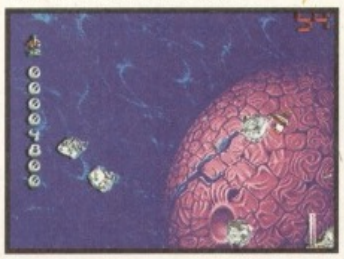

In the shadow of the CD's leap to prominence humble disk users needn't feel alienated. Floppies may be as trendy as tweed jackets with patches on the elbows but they're still far and away the most versatile mode of information storage around. Try saving game positions to CD or cartridge without a battery back up and you might as well be teaching the art of traditional English cuisine to a petrol pump. For those with floppies and an affinity for save-heavy soccer management games, Domark have a series of data disks lined up to be used in conjunction with their stat-tastic *Championship Manager '93. End Of Season*, set for a May release, is a complete statistical update of all team and player information in the game. All up-to-the-minute transfers will be included for the ultimate in topical action. In July, you'll be able to get your hands on *CM — Superleague*, featuring a league competition including all the top teams from around Europe. There are also rumours that a *Championship Manager* international game could be in the pipeline... expect more news as the World Cup draws closer.




Bargain hunters will be pleased to hear of a packed '94 release schedule from The Hit Squad. 28 top titles are planned including such classics as *Desert Strike* and *Sim City*. Most will retail at around the £12.99 mark but expect some variation.

## Who's Ray?

A1200 owners can look forward to May when Daze Marketing intend to release an AGA version of the beautiful *Stardust* (see ish 14 for a review of the 16-bit incarnation). Programmers Bloodhouse are currently at work on the project, to be monickered *Superstardust* — oh no, SNESarama — which will feature even more so-gorgeous-you-could-eat-them-right-up ray traced graphics, more colours and a CD32 version to follow, featuring an all-new soundtrack taking advantage of the new technology.





# Letter from Sensible

Today is my birthday so it seems as good a day as any to feed you with my bullshit. For the sake of speed and for the hell of it I'm going to write this entire piece of waffle without going back to correct any of my typing errors or spelling mistakes (yeah, thanks Jon — Sub Ed). So here we go with an amazing meander into something that I might eventually want to say.

The guys at work just bought me some lovely birthday presents — a satsuma, a piece of Brie, a hacky sack, a spent box of matches, a ridiculous thing that plays 'It's a Small World', a kazoo, a whistle, a football rattle *almost* in the colours of Norwich City, a Robin Hood hat and a bow and arrow set with suckers. Jools just won a fiver by getting the arrow closest to Martin's backside...

I'd like to gripe about the amount of formats on the market at the moment and the problems this causes us in software development. Not only does it take the best part of two years now to produce a top-notch original game, but if we are to do the conversions ourselves (in order to ensure they're good enough) we have to piss away another three to six months per version, when we could be getting on with writing some new games instead of going over what is — for us — boring old ground. The other downside of ever-changing and varying formats is that it takes the spotlight off the software we produce and onto the hardware. This makes it very hard

# Charts

**It's time to find out what's hot in the wide world of Amiga gaming. There's a beat-'em-up flavour to the chart this month, with *Mortal Kombat* and *Street Fighter 2* both making the top five but where's Body Blows Galactic?**

| | | | | |
|---|---|---|---|---|
| 1 | (8) | MORTAL KOMBAT | 94% | Virgin |
| 2 | (4) | CANNON FODDER | 90% | Virgin |
| 3 | (1) | FRONTIER: ELITE 2 | 96% | Gametek |
| 4 | (–) | STREET FIGHTER 2 | 65% | Kixx |
| 5 | (–) | JURASSIC PARK | 68% | Ocean |
| 6 | (–) | THE SETTLERS | 94% | Blue Byte |
| 7 | (2) | PREMIER MANGER 2 | 89% | Gremlin |
| 8 | (5) | MONKEY ISLAND | 88% | Kixx |
| 9 | (12) | SENSIBLE SOCCER 92/93 | – | Renegade |
| 10 | (3) | CHAMPIONSHIP MANAGER 93 | 85% | Domark |
| 11 | (11) | ZOOL 2 | 86% | Gremlin |
| 12 | (7) | MICRO MACHINES | 89% | Codemasters |
| 13 | (–) | CHAMP' MANAGER 94 DATA DISK | – | Domark |
| 14 | (–) | XMAS LEMMINGS | – | Psygnosis |
| 15 | (13) | ALIEN BREED: SPECIAL EDITION | – | Team 17 |
| 16 | (6) | ALIEN BREED 2 | 88% | Team 17 |
| 17 | (–) | ZOOL | – | Gremlin |
| 18 | (–) | ROBOCOP 3 | – | The Hit Squad |
| 19 | (14) | STRIKER | – | GBH |
| 20 | (–) | SPEEDBALL 2 | 89% | Kixx |




for us to establish classic games on any format as no matter how good they are, the platform they're written on will always date them. I feel that *Wizball*, *Dropzone* and *Elite* are all a good case here, where the original version — and, after all, the original version from a creative point of view is by far and away the most important one — was written on a now-dated machine, so the product you produced is judged in the majority by the hardware. This is something you have no control over and to a certain extent are a victim of.

Personally, I don't give a **** which machines are successful or not; I only hope that, apart from one of them, they all die out and then we can get on with developing for that machine, whatever that may be, safe in the knowledge that that every computer owner in the world will be buying the actual version of the game you're writing and your product can be judged on that format alone — without having to suffer the conversion process. Because I know we (Sensible) are capable of writing on every format I genuinely don't care which formats are successful or not. All I know is that until we thin the market down of machines we'll never get the focus on software necessary for us to become established a serious ARTISTS and the computer industry will never have the mainstream standing with the public that it so craves — and we'd make more money in less time.

That's all for now folks.

Love,

Jon 'Jops' Hare, Sensible Software



Uh oh! We seem to be back on the subject of compact disks so we suppose this is an appropriate juncture to mention a revolutionary idea from Disctronics to combat counterfeit CDs. This involves printing unique holograms on the surface of disks. Being almost impossible (at least without very expensive equipment) to duplicate, it'll be possible to tell at a glance a genuine disk from an illegal copy. The technique has no drawbacks other than a small price increase which will become nominal as the industry absorbs any minor rise in production cost. CD piracy has become big business, amounting to 1% of all CDs sold in Europe last year. In a little survey carried out around the office (assuming the Impact staff buy an average number of disks) that means approximately one in six people owns an illegal CD! Look out pirates.

Now for some news on forth-coming new adventures involving such video game stalwarts as ToeJam and Earl, the Lemmings, Greendog and Chuck Rock. Now before you go dashing down to the local software emporium demanding to know when these games are coming out read on. They're not actually games at all but a series of comic books soon to be released by Dark Horse. Entitled *Max Overload*, issue one will be 64 pages of '... cutting-edge comedy and a host of lively features'. *MO* should be just on sale as you read this at a reasonable £1.95 with a projected circulation of 100,000.




# Stick it to 'em

You could have the greatest game in the world — CD stereo sound, 12 billion colours on screen, playability perfection incarnate, but all that counts for diddly if your joystick's crap. So, for no reason at all (other than we'd knackered all our old 'sticks and needed an excuse to blag some) here's a run down of some of the most popular devices in circulation. For this purpose we've come up with a cunning scheme with which to rate them. Each stick shall be rigorously put through its paces in that god of games, Sensible Soccer and subsequently awarded a 'Sensibility' rating. In the interests of fairness, all games shall be played between England (me) and Holland (CPU).

Righty ho, first up it's the...



## ZIP STIK

Finished in a tasteful black with yellow trim, the Zipper certainly looks the part. The four suction pads require a shiny flighty surface as it's a bit unwieldy in the hand but very comfortable atop the desk.

Swift passing movements are easily achieved with precise control and responsive buttons. Set pieces and headers prove equally painless but a little lack of weight in the shaft detracts very slightly from an otherwise impressive piece of kit.

**Final score: England 3 Holland 0**

**Sensibility rating: Norwich City**




## MEGADRIVE II STANDARD PAD

You may or may not be aware of this but Sega pad's are compatible with the Amiga without any need for interfaces or anything. Just remember it's [B] to fire. The new Megadrive II's pads are far superior to the old ones and are available for a comparative song at most game stockists.

Sensible isn't a game that lends itself to pads. Some nice wiggles are possible but headers and, particularly, accurate curling shots are difficult to achieve. It's a joy to play platformers though so, if you're a platform fan, buy one.

**Final score: England 1 Holland 1**

**Sensibility rating: Tottenham Hotspur**

## COMPETITION PRO EXTRA



Looks a bit rough around the edges but sure feels robust. The autofire switch is well positioned so it won't get flicked on/off accidentally at inopportune moments but, unfortunately for reclining gamers, it's another

# ZOOL RULZ!




Sega have Sonic, Nintendo have Mario and who does the Amiga have? Well Zool's a gaming superhero who's gone from strength to strength since the release of his first adventure in 1992. The high street shops will soon be inundated with merchandising starring the little ninja ant from Gremlin's hit platform games. He's also been converted into a fantastic arcade machine by Bell-Fruit Manufacturing, a leader in coin-operated amusements. The machine's been popping up in arcades around the country since last summer and the reaction from the coin-op buffs has been excellent. But what if you can't get to an arcade very often or don't have enough cash to splash out on merchandising as well as the cool games?

Well Gremlin have produced a range of cool Zool goodies and are giving them away in the boxes of *Zool 2* and at the various computer shows they're attending during 1994. Postcards, stickers and great Zool door hangers with 'DO NOT DISTURB — PLAYING *ZOOL*' printed on them in big yellow letters are just a few of the items you can collect. You might even bump into Zool and his female companion, Zooz, if you go along to one of the computer shows this year! They appeared together at last year's Live '93 and FES shows, so keep 'em peeled!

# Coming Soon...

**There are lots of exciting games in the pipeline for Amiga nuts. We've raided the release schedules of all the companies we could think of to bring you this definitive list of Amiga gaming throughout 1994. See what you fancy and start saving your cash!**

**FORMAT CODES:**
**16=16-bit (A500/A600/A1000/A2000/A500+/A1200/A4000), 32=32-bit (A1200/A4000), CD=CD32**

| Game | Producer | Style | Format | Release |
|---|---|---|---|---|
| A-Train | The Hit Squad | Strategy | 16 | Out now |
| Arabian Nights | Buzz | Platform | CD | Out now |
| Burning Rubber | Ocean | Driving | 16 | Out now |
| Dark Seed | Cyberdreams | Adventure | 16 | Out now |
| Disposable Hero | Gremlin | Shoot-'em-up | CD | Out now |
| European Champions | Ocean | Sport | 16 | Out now |
| Excellent Games | Beau Jolly | Compilation | 16 | Out now |
| Gadget Lost in Time | Two-Can | Education | 16 | Out now |
| Gunship | Kixx XL | Flight Sim | 16 | Out now |
| John Barnes European Football | Buzz | Sport | CD | Out now |
| John Madden Football | The Hit Squad | Sport | 16 | Out now |
| Jurassic Park | Ocean | Adventure | 16 | Out now |
| Kings Quest VI | Sierra | Adventure | 16/32 | Out now |
| Laser Squad | Buzz | Strategy | 16 | Out now |
| Lethal Weapon | The Hit Squad | Arcade | 16 | Out now |
| Manchester United | Krisalis | Sport | 16/32 | Out now |
| Secret of Monkey Island | Kixx XL | Adventure | 16 | Out now |
| Simon the Sorcerer | Adventure Soft | Adventure | 16/32 | Out now |
| Speedball 2 | Kixx/Renegade | Sport | 16/CD | Out now |
| Street Fighter 2 | Kixx XL | Beat-'em-up | 16 | Out now |
| The Lotus Trilogy | Gremlin | Compilation | 16/CD | Out now |
| Wizkid | The Hit Squad | Platform | 16 | Out now |
| Seek and Destroy | Mindscape | Shoot-'em-up | CD | End of Jan |
| Another World | Kixx XL | Adventure | 16 | February |
| Award Winners | Empire | Compilation | 16 | February |
| Battle Isle 2 | Kompart | Strategy | 32 | February |
| Beneath A Steel Sky | Virgin | Adventure | 16 | February |
| Bogies | Grandslam | Platform | 16 | February |
| Brutal Football | Millennium | Sport | CD | February |
| Dark Stone | Core Design | Adventure | 16 | February |
| Darkmere | Core Design | RPG | 16 | February |
| Dreamweb | Empire | Adventure | 16 | February |
| Eye of the Beholder 1 | Kixx XL | RPG | 16 | February |
| Fire & Ice | Renegade | Platform | CD | February |
| Flight of Amazon Queen | Renegade | Graphic Adventure | 16 | February |
| Flood | The Hit Squad | Platform | 16 | February |
| Fly Harder | Buzz | Shoot-'em-up | 16/CD | February |
| Gunship 2000 | Microprose | Simulation | CD | February |
| Kings Table | Gametek | Strategy | 16 | February |
| Lionheart | Thalion | Platform | CD | February |
| Mario is Missing | Mindscape | Educational | 16 | February |
| Mr Nutz | Ocean | Platform | 16/32 | February |
| No Second Prize | Thalion | Racing | CD | February |
| Rise of the Robots | Mirage | Beat-'em-up | 16/CD | February |
| Sabre Team | Krisalis | Shoot-'em-up | 32 | February |
| Slicks | Codemasters | Racing | 16 | February |
| TFX | Ocean | Flight Sim | 16/CD | February |
| The Chaos Engine | Renegade | Shoot-'em-up | CD | February |
| The Legacy of Sorasil | Gremlin | RPG | 16 | February |
| The Naughty Ones | Kompart | Arcade | 16 | February |

desk mounted effort.

This stick is stiff. You've gotta wrestle to move the blasted thing — hardly conducive to intricate one-twos. Eventually England were reduced to long punts up-field but the route one approach failed to impress the Dutch. After the final whistle I was left rubbing an aching wrist and pondering a first defeat.

**Final score: England 0**
**Holland 2**
**Sensibility rating: Wimbledon**

## CRUISER



Despite erstwhile ex-ed, Phil 'Where is he now' King swearing by them, I've never been a fan of the Cruiser. I always found the fire buttons a bit too far from the stick itself. Still, the new generation feature the welcome addition of an autofire feature and retain the novel 'adjustable stiffness' control. Some neat movements are possible but the whole thing has a bit of a creaky, fragile feel to it. Even on the stiffest setting the stick's too wobbly — it just doesn't have the necessary balls despite victory.

**Final score: England 2**
**Holland 0**
**Sensibility rating: Swindon Town**

## COMPETITION PRO MINI 5000



The baby of the bunch, this is exactly the same shape as the CP Extra but about a quarter of its size. This allows for comfortable hand-held control but reduced dimensions mean the omission of an autofire facility. It's not bad, but the square shaft housing can make normal forward/back/left/right tricky as it tends to slip to the corners, sending you off diagonally. It feels and looks like it could be a winner but results are unsatisfactory.

**Final Score: England 0**
**Holland 1**
**Sensibility rating: Chelsea**

**Thanks to Power Play for supplying us with the joysticks and Mega Machines for moaning about us using their Mega Drive joypad. You can contact Power Play on 0457 876705.**




**Gad-zooks! There are hundreds of games set for release on the Amiga this year. We'll be previewing and reviewing the best as soon as they become available. So stay tuned and start saving your cash for the mega releases.**

| | | | | |
|---|---|---|---|---|
| Thunderhawk | Core Design | Shoot-'em-up | CD | February |
| UFO Enemy Unknown | Microprose | Simulation | 16 | February |
| Uridium 2 | Renegade | Shoot-'em-up | CD | February |
| Zool 2 | Gremlin | Platform | 32/CD | February |
| Lure of the Temptress | The Hit Squad | Adventure | 16 | March |
| A320 Approach Trainer | Thalion | Flight Sim | 16 | March |
| Ambermoon | Thalion | RPG | 16 | March |
| Apocalypse | Virgin | Shoot-'em-up | 16 | March |
| Battletoads | Mindscape | Platform | 16 | March |
| Detroit | Impressions | Strategy | 16 | March |
| Elf Mania | Renegade | Beat-'em-up | 16/CD | March |
| FPS: Soccer | Sierra | Sport | 16 | March |
| Fury of the Furies | Mindscape | Platform | CD | March |
| Hannibal | Krisalis | Arcade | 16 | March |
| K240 | Gremlin | Strategy | 16 | March |
| Liberation | Mindscape | Adventure | 32 | March |
| Mig 29 Super Fulcrum | The Hit Squad | Flight Sim | 16 | March |
| Mortal Kombat | Virgin | Beat-'em-up | CD | March |
| On the Ball | Ascon | Arcade | 16 | March |
| Out to Lunch | Mindscape | Platform | 32 | March |
| PGA Tour Golf | The Hit Squad | Sport | 16 | March |
| Pinkie | Millennium | Platform | CD | March |
| Robinson's Requiem | Silmarils | Simulation | 16-bit | March |
| Sim City Classic | The Hit Squad | Simulation | 16 | March |
| Superstardust | Bloodhouse | Shoot-'em-up | 32 | March |
| The Lost Vikings | Interplay | Platform | CD | March |
| Theme Park | Electronic Arts | Strategy | CD | March |
| Traps & Treasures | Krisalis | Platform | 16 | March |
| Universe | Core Design | Adventure | 16 | March |
| Wing Commander | The Hit Squad | Shoot-'em-up | 16 | March |
| WWF | Virgin | Beat-'em-up | CD | March |
| Diggers | Millennium | Puzzle | CD | Mid March |
| Global Effect | Millennium | Simulation | CD | Mid March |
| Crash Dummies | Virgin | Arcade | 16 | April |
| D-Day | Virgin | Simulation | 16 | April |
| Dune | The Hit Squad | Strategy | 16 | April |
| Heimball II | Core Design | RPG | 16 | April |
| Inferno | Ocean | Adventure | CD | April |
| Ishar 3 | Silmaris | RPG | 16 | April |
| James Pond 3 | Millennium | Platform | 16/CD | April |
| Jimmy White's Snooker | The Hit Squad | Sport | 16 | April |
| Sleepwalker | The Hit Squad | Arcade | 16 | April |
| Starlord | Microprose | Simulation | 16 | April |
| The Famous Collection | Alternative | Compilation | CD | April |
| Harpoon V.121 | The Hit Squad | Strategy | 16 | May |
| Road Rash | The Hit Squad | Racing | 16 | May |
| Skeleton Krew | Core Design | Shoot-'em-up | 16 | May |
| The Games | The Hit Squad | Sport | 16 | May |
| Archer McLean Pool | The Hit Squad | Sport | 16 | June |
| Banshee | Core Design | Shoot-'em-up | 16 | June |
| Euro Football Champions | The Hit Squad | Sport | 16 | June |
| Realms | The Hit Squad | Strategy | 16 | June |
| Brutal Soccer | Millennium | Sport | CD | July |
| KGB | The Hit Squad | Adventure | 16 | July |
| Supremacy | The Hit Squad | Strategy | 16 | July |
| Epic | The Hit Squad | Shoot-'em-up | 16 | August |
| Populous II | The Hit Squad | Strategy | 16 | August |
| Earl Weaver Baseball | The Hit Squad | Sport | 16 | September |
| Reach for the Skies | The Hit Squad | Flight sim | 16 | September |
| Shuttle | The Hit Squad | Simulation | 16 | September |
| DPAINT V | Electronic Arts | Utility | 16 | Autumn |
| Krusty's Fun House | Virgin | Puzzle | 16 | Autumn |
| Sorus | Virgin | Adventure | CD | Autumn |
| Desert Strike | The Hit Squad | Strategy | 16 | November |
| Dune 2 | The Hit Squad | Strategy | 16 | November |

# GET THE FAX!




Here's a novel idea — a miniature personal organiser made especially for the game playing masses. The GamesFax is a small plastic binder about the same size as a floppy disk, but a little taller. Inside you'll find three categories to file information under: performance, game plan and on loan. Information like levels reached, high scores, cheats, passwords and who you have loaned your games to can all be kept neatly filed away.

This handy little filofax was first launched at the Future Entertainment Show back in November and proved to be a big success — and we've got 100 to give away to lucky Amiga Force readers!

If you fancy one then all you've got to do is send us the most hilarious joke you've heard recently. Write it down on a postcard or piece of paper and send it to: It's a cracker compo, Amiga Force, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. Get your entries in before March 14 please.

## Out of luck?

If you want to be absolutely sure of receiving a GamesFax, you don't have to trust to luck. Send a postal order/cheque (NO CASH PLEASE) to the value of £6.95 made payable to 'AMIGA FORCE GAMESFAX OFFER', J.E.M. House, Cranleigh, Surrey GU6 8ND. We deliver to addresses in the UK only. You may receive your order within seven days but please allow 28 days for delivery from receipt of order. Return within seven days for a refund if not completely delighted. Offer subject to availability. Remember, if you are under 16 years of age, please obtain the permission of a parent/guardian before placing your order. The price of the GamesFax includes postage and packing.

# US CD LAUNCH

The Americans got their first chance to experience the power of the Commodore CD32 at the Consumer Electronics Show, Las Vegas in January and they loved it! Leading US console magazine Electronic Gaming Monthly commented,

'A better games console than Sega Mega CD, 3DO and Atari's Jaguar'

and US magazine Amiga World wrote,

'An impressive product that promises exciting 32-bit gaming entertainment'.

They were told how the console had become the best-selling CD-based games machine in the UK in just three months from its launch and one of the first games, *Zool — The Ninja of the Nth Dimension*, had shot to the top of the game charts.

Lew Eggebrecht, the vice president of engineering at Commodore International threw down the gauntlet for all other console manufacturers. He said, 'We challenge anyone — Sega, Nintendo, Atari — to show us a better games player. And we challenge anyone — 3DO, CDi — to show us a better multimedia player at a better price.' Amiga CD32 has really started the CD multimedia war and the best thing is, it's got some great ammunition!




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now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

- **IMPROVED SPRITE EDITOR**
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

- **VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER.**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

- **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE -**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

NEW **MANY MORE INSTANT CLI COMMANDS -**
like Rename, Relabel, Copy, etc.

- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

- **FULL STATUS REPORTING**
At the press of a key you can now view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**
From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.

- **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP -**
allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

- **DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

NEW **IMPROVED PRINTER SUPPORT -**
including compressed/small character command.

- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTOR -**
if you enter a command without a filename, then a file requestor is displayed.

- **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

NEW **PLUS IMPROVED DEBUGGER COMMANDS -**
including Mem Watch Points and Trace.

- **BOOT SELECTOR**
Either DFe or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

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- Jump to specific address
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- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custon Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR

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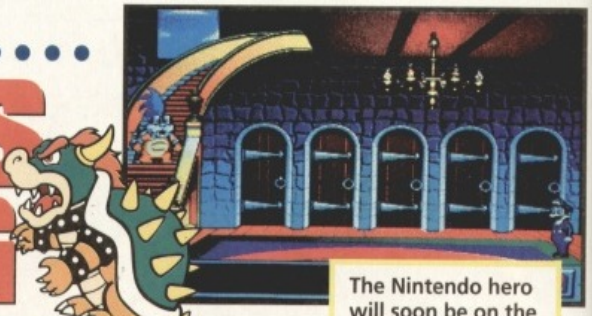
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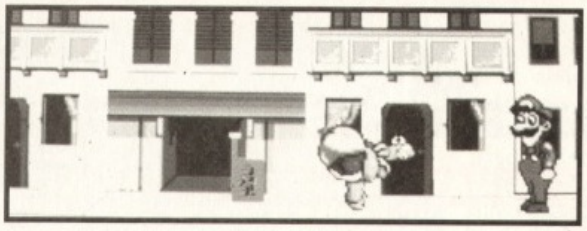
# PREVIEWS

**What's on the horizon for us eager Amiga amigos (try saying that with a Fruit Pastel in your mouth)? There're platforms from Millennium, a 32-bit marvel from Ocean and... hang on, read it yourself ya lazy bugger!**




# MARIO IS MISSING





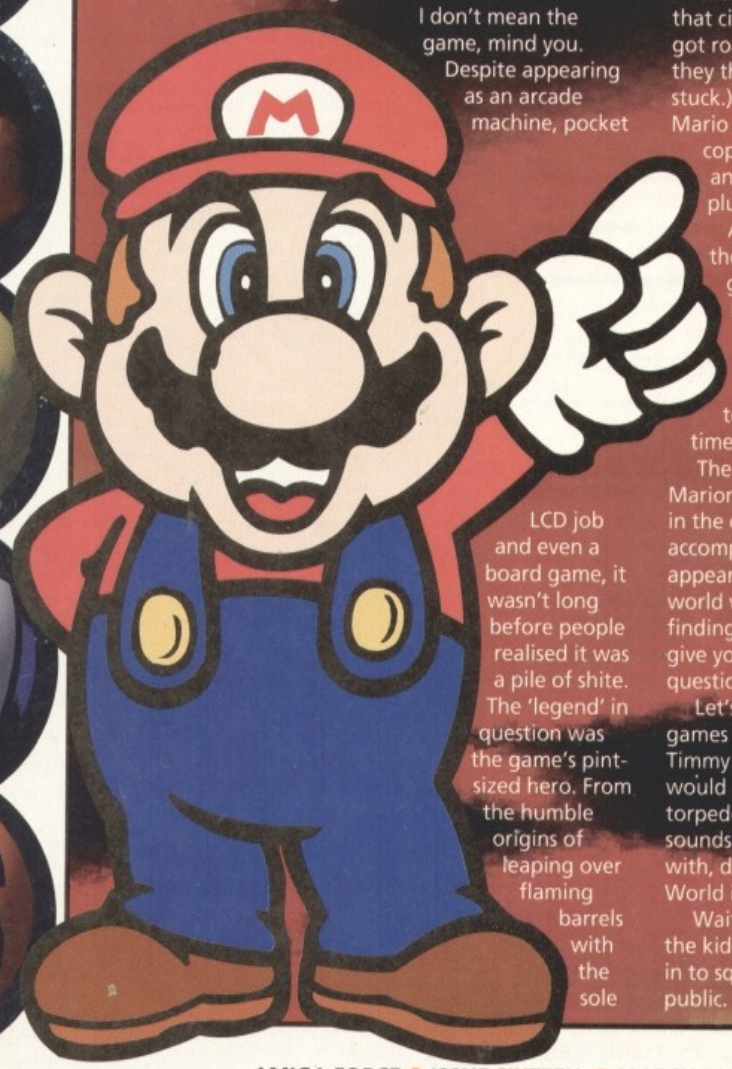


The Nintendo hero will soon be on the Amiga thanks to the people at Mindscape. The game is great fun and you'll learn something about this world we live in while you play!

## Mindscape

Ever heard of a game called Donkey Kong? It was actually called Monkey Kong originally but some dozy Japanese translator got his wires crossed and out of the confusion a legend was born.

I don't mean the game, mind you. Despite appearing as an arcade machine, pocket LCD job and even a board game, it wasn't long before people realised it was a pile of shite. The 'legend' in question was the game's pint-sized hero. From the humble origins of leaping over flaming barrels with the sole purpose of reaching the top of single screen levels (and rescuing a girly, but who cares about that?) the most enduring character in pixel-history took his first intrepid steps into our lives.



Mario Mario as he became known (The rumour goes that circa 1980 some top Nintendo executive-type bods got roaringly drunk and came up with the name which they thought was 'bloody funny at the time'. Sadly it stuck.) appeared on Speccy and Commodore 64 in Super Mario Bros but soon afterwards Nintendo who held the copyright barred the character from appearing on any system but there own, making the chubby Italian plumber their flagship character — until now...

Amiga owners will soon be able to play Mario from the comfort of their own homes without having to go out and buy a Nintendo console. So, what'll it be then? Super Mario World, Mario All-Stars, or even the meritorious Mario Kart? Unfortunately no. The name of the game is Mario Is Missing, and it's an 'edutainment' title. That means it's going to be fun — but you'll learn something at the same time.

The story goes that the moustachioed musketeer is Marionapped by his arch enemy, Bowser, and imprisoned in the cad's castle. The player controls Luigi who, accompanied by Yoshi (the cute green dinosaur that first appeared in Super Mario World), travels around the world visiting famous landmarks, duffing Koopas and finding clues. There's a scrolling world map designed to give youngsters an idea of world geography and questions to answer along the way.

Let's just hope it doesn't turn out to be one of those games parents see on the shelf and think 'Ooh, little Timmy would love that!' when, in fact, little Timmy would rather be wiping out alien hordes with a neutron torpedo than showing off his general knowledge. Still, it sounds promising. There's loads of characters to interact with, dozens of places to visit, and all the famous Mario World inhabitants to meet.

Wait a while and we'll tell you whether it's set to turn the kiddies into child prodigies or if it's just a poor cash-in to squeeze a few more pennies out of the hype-weary public.



# PINKIE





## Millennium

Gadzooks! It looks like those Millennium peeps aim to take over the Amiga platform scene with JP3 and now Pinkie on the way. Pinkie is (apparently) a 'brave new kind of pink alien hero'. He was happy living on the planet Purple until he heard some terrible news. The galaxy's population of dinosaurs were near to extinction so the little alien took it upon himself to rescue the last remaining dino-eggs and stop the species from dying out. In the game Pinkie will travel around platform levels aboard his trusty Pinkiepod vanquishing nasty creatures, duffing huge end-o'-level guardians and collecting eggs which can be stored in a handy containment system aboard the pod. Not only that but poor old Pinkie will get his feet, ears and joy department wet in swimming levels with crazy currents to throw him off course and into the path of horrid sea creatures.

The Pinkiepod is a nifty piece of engineering. Looking not unlike a motorised unicycle the pod's equipped with a powerful spring to launch it high in the air, retractable flippers for underwater travel and extending boxing glove out front to chin the nasties. Pinkie isn't confined to his contraption. He can leap from the saddle and take on the many minions hand to hand. This is useful as, being quite a bulbous gadget, the pod can't fit into small gaps.

The early demo we've seen looks pretty standard, it must be said. Pinkie himself is well drawn and animated but somehow doesn't have the character of, say, Alfred Chicken though the game itself plays similarly. At this early stage it's hard to see Pinkie appealing to any but the most ardent platform crazies and as for him becoming the #1 cutesy hero — dream on, Millennium!

# OUT TO LUNCH



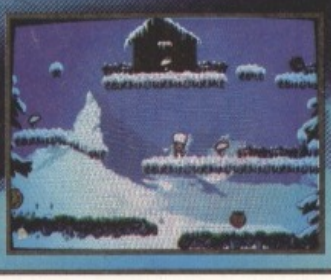
## Mindscape

There's a potential treat in store from those saucy south coast types, Mindscape. Out To Lunch concerns the adventures of one Pierre Le Chef — a cute little cordon bleu with a problem. All his devious ingredients have escaped from the pantry and run away back to their countries of origin. The idea's to run around the scrolling platform levels representing each country, each with an appropriate soundtrack, rounding up all the pesky food and returning it home. A bit like a 90s version of that old Ultimate classic, Cookie, from the early days of the Spectrum. I'm showing my age now!

Anyway, we've only seen screen shots so far but a Super Nintendo version's been out for some time and the SNES FORCE boys from next door reckon it's a doozy. There's no reason why the Amiga conversion shouldn't be just as hot. The screens look grand with heaps of colour and lovely backgrounds though whether or not the parallax scrolling will be included remains to be seen. Not only are there the graphics but culinary power-ups such as wooden spoons which make dandy swords, and bags of flour which double as bombs (Cookie again). Then there's the weird 'n' wonderful nasties including salmonella ridden eggs who're out to contaminate the all important ingredients and give Pierre a good kick up the deriere.

Between-level bonus stages feature a super market sweep type dash-along-with-a-shopping-trolly-collecting-fruit bit and a one armed bandit machine for extra points. All in all this is one the whole team's looking forward to playing!







# INFERNO

## Ocean

If you're waiting for a game to show off your CD32 and send Sega/Nintendo owners into a gibbering sulk, your wait could soon be over. Ocean's Inferno looks like being *the* CD32 title we've all being holding out for. It's a space flight simulator giving you an entire solar system in which to operate. That's seven planets and three moons, not to mention around 300 different and individually controlled enemy ships to defeat. Encompassed in the game are a massive 700 missions which should keep you flying until well into the next century.

Programming is being handled by Digital Image Design (DID), the people responsible for F29 Retaliator, Robocop 3 and Epic so we're in capable hands on that front. All those games feature superb and speedy filled 3D graphics but Inferno is set to blow them away. We're promised textured distance fade, and a light-sourced cockpit display 'for true realism'. At the risk of sounding a wee bit dense, I'm not entirely sure what that means but it sounds pretty neat, eh? But seriously, we've seen a demo of the intro sequence and it looks quite spectacular. If the game comes close it'll be so hot you'll need oven gloves to play it (though you're meant to hold the joystick is anyone's guess).

What we do know is that Ocean and DID together is a mouth-watering prospect and the result could wow even the most ardent of cynics.







# JAMES POND 3: OPERATION STARFI5H



**Millennium**

First there was plain old James Pond. He arrived on the Amiga and ST (stifled ho ho) many years ago to mucho critical jubilation. The groansome manual, filled with fundicious fishy puns, gave rise to rye chuckles aplenty and the aquatic gameplay lived up to its jovial promise. Then came Robocod. Press reports of the time were favourable but why, I don't know. James Pond 2 was, to be blunt, crud, and the worst kind of crud. A popular character thrown into a boring and derivative world of bland platforms and drab backdrops. Second time around the fish jokes were no longer funny with the groans taking on an air of sincerity. James himself lost all credibility and, despite Millennium's attempts to promote him on a par with Sonic and Mario, the seeds of sadness were sown.

Now, in an attempt to rescue the sorry piscine's career, the software company of a thousand years plan to release James Pond 3: Operation Starfi5h (No, that '5' isn't a misprint — remember those sad puns I was on about before?). The evil Doc Maybe (Pond's arch enemy from the first two instalments) is up to his old japes. This time he's decided to monopolise the worlds dairy market by mining cheese and other milk related products on the moon. As always it's Pond who's chosen to pull the plug on his lunar-cy.

Based on the Megadrive game, JP3 is on course to re-establish the worlds favourite (only) underwater agent among video gaming's elite. Millennium have obviously taken note of the trend for top characters to have side-kicks. Mario has Luigi, Sonic has Tails, Zool has Zooz and Pond now has Finnius Frog — a green (aargh!) rookie straight out of training. This time there'll be more elements to the game. As well as platforms, secret rooms et al, we'll see super-speedy Sonic-style scrolling and pick up/drop object type puzzles. Being an avid member of the anti-Pond brigade, when I say this is going to be one to look out for, you can take that as a solid vote of confidence. We shall see what we shall see.





**We'll have more screen shots of this great new platform game from Millennium next issue — stay tuned!**

# NAUGHTY ONES

**Kompart**

Soon to come from Danish programmers, Interactivision (are they extracting the Michael or what?), is a new cutesy platformer in the Rick Dangerous mould. The crap-titled Naughty Ones takes place over five worlds and fifty screens in which you and optional friend have to guide the bad dudes of the title, two cool toddlers in shades, to safety. There's loadsa fruit and bonuses to collect along the way but each screen's infested with nasties and traps to which you're bound to come a cropper. Obstacles include dripping water, clocks with loose pendulums that just happen to drop off should you walk underneath, as well as patrolling robots and the like. Then there's Rick D-style wall mounted lasers but play is more two dimensional.

From what we've seen so far (a short, five screen demo) the game has all the standard ingredients — chubby sprites, jolly soundtracks and a million ways to go belly up. What it doesn't appear to have (at this stage at least) is very much in the way of originality. Graphics are clear but standard and uninspiring and gameplay is wildly derivative. I found at least one hidden bonus room but it remains to be seen just how much the full game will improve on a demo which only received a luke warm reception at best around the office. We only just managed to stop Rob reviewing it, for the PD section! Naughty Ones will run on Amigas with one MEG of RAM but an A1200 specific version is promised — hooray. Judgement's being reserved at this time so look out for a full review around March.



**Looking like a modern day version of *Rick Dangerous*, *The Naughty Ones* was initially disappointing — let's hope the finished game comes up to scratch.**

# UNIVERSE

**Core Design**

Last month you'll have read the preview on Core's forthcoming sci-fi adventure but did you know this? By way of a little originality all the backdrops in Universe are digitised from specially hand-done paintings. We just thought you might fancy a gander at some of the original artwork which is really rather nice.





# PROFESSIONAL FOOTBALL MASTERS VERSION 4

Quite simply the best Football management game for your computer. We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent.

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Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

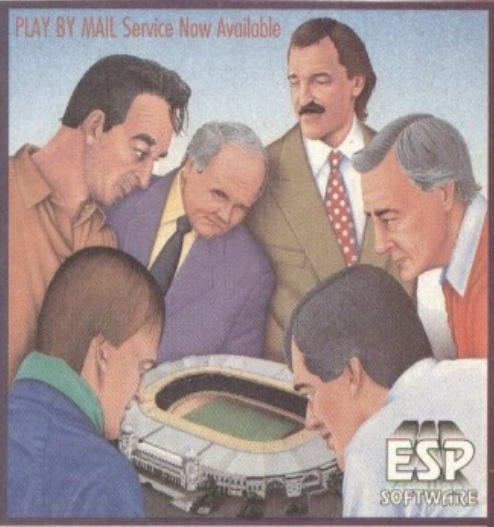
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

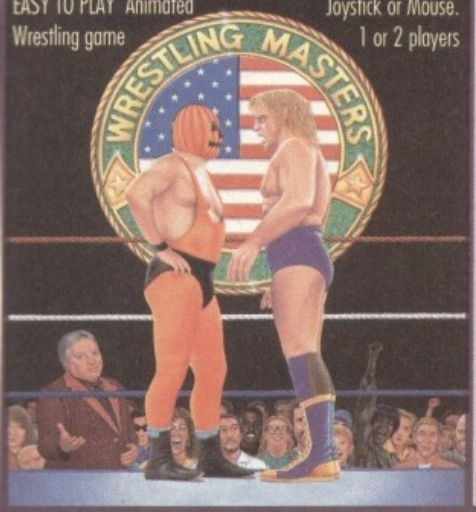
Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.




EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players




# CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.




- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

# STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).




- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

# ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility.

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

# World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.



FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

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Essex SS1 2ND. England.
TEL. (0702) 600557
FAX. (0702) 613747

# MAIL ORDERS

All the programs detailed in this advert are only available by direct mail.

| COMPUTER: ST 512X S/S | ST 512X D/S | ST 1MB | AMIGA 1MB | P.C. | DESCRIPTION A O | PRICE | TOTAL |
|---|---|---|---|---|---|---|---|
| | | | | | Professional Football Masters V4 | 24.95 | |
| | | | | | P.F.M. Editor V4 | 12.00 | |
| | | | | | Stable Masters V2 | 24.95 | |
| | | | | | Oracle Horse Tipster (RRP £99.95) | 75.00 | |
| | | | | | Cricket Masters | 24.95 | |
| | | | | | World Cup Cricket Masters | 24.95 | |
| | | | | | Wrestling Masters | 19.95 | |
| CREDIT CARD NUMBER & EXPIRY | | | | | E.& O. E. | GRAND TOTAL | |

NAME _____ TELEPHONE _____

ADDRESS _____

POSTCODE _____

# CODEMASTERS in depth

**With over thirty Amiga titles under their belt, budget and full price, Codemasters have provided us with hours of entertainment. NICK ROBERTS takes a look at their greater moments...**

From humble beginnings on the 8-bit Spectrum in the mid-eighties Codemasters, the software company set up by teenage programmers Richard and David Darling, has gone from strength to strength. Their story has been told many times in magazines and even a television documentary with shots of the boys driving smart cars and talking about multi-thousand pound salaries.

Down at the Lower Farm House in deepest Warwickshire, Codemasters have produced games for all formats — 8-bit, 16-bit, 32-bit and console. They'll soon be developing for CD too. It wasn't long before they earned themselves a reputation for cheap and cheerful software and had smash hits with the 'Simulator' series of games. These were simulations of popular sports like BMX racing, power boats and jet skiing.

When programmers The Oliver Twins started writing games for the company they racked their brains to think of a new computer game character. While doodling on a piece of paper they just stumbled across an egg, they added a pair or shiny red boots and gloves and Dizzy was born! His first game was simply called *Dizzy* for the ZX Spectrum. Now over fifty games later he's still going strong on the Amiga with the new release *Fantastic Dizzy* and the little egg has become the company mascot.

Codemasters have hundreds of budget games in their back catalogue on all computer and console systems including many marvellous Amiga memories. They've recently moved into the full price market with releases like *Cosmic Spacehead*, *Micro Machines* and *Fantastic Dizzy* flying off the shelves at your local software store as I write. I asked the top dogs about their particular favourites and checked out their greatest moments.



## DAVID DARLING

■ At 27, David is joint Managing Director of Codemasters. He set up the company when he was 20 after working with budget software house Mastertronic on 8-bit games.

**Favourite Amiga game is:** *Micro Machines*

**Why:** 'In a lot of ways, *Micro Machines* is a perfect Codemasters product — where top quality is achieved by the playability and challenge of the game. *Micro Machines* started out life as a 2-Meg NES cart, which means we had to create the game in the confines of 256K, which is minuscule for a game these days. But because we had to cram it all in the concentration is on the gameplay and not cluttered with excessive graphics or endless sound. Of course, for the Amiga the game is souped up so it's graphics and sound are more beefy, but mainly the game is simply a dream to play'.

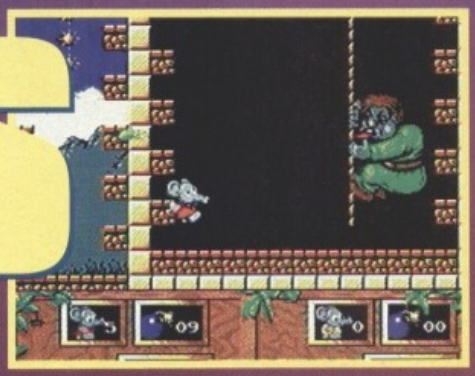
**Currently excited about:** The CD32.

## DISKOGRAPHY

**Codemasters have certainly been busy on the Amiga scene for the last few years. Here's are the games they've released. You should be able to pick up many of these at your local software store.**

| Game | Year | Description | Force rating |
|---|---|---|---|
| Fantasy World Dizzy | 1991 | The little egg in an quest with fire breathing dragons and tough puzzles. It's addictive and that's no yolk! | 84% |
| Sky High Stuntman | 1991 | A range of stunts on jets, choppers and space ships, with an aerial view of the action and many levels. | 65% |
| Mean Machine | 1991 | *Super Sprint*-style racing with an overhead view of the action. Lots of interesting moves to perform. | 63% |
| Super Seymour Saves the Planet | 1991 | Shameless *BombJack* rip-off. Arcade collect-'em-up with fun visuals. | 83% |
| Pro Boxing Simulator | 1991 | Codies and famed for their *Simulator* series and *Pro Boxing* is an engaging one- or two-player fight. | 58% |
| Dizzy Collection | 1991 | *Treasure Island*, *Fantasy World*, *Magicland*, *Fast Food* and *Kwik Snax* all in one compilation. Great value! | 79% |
| CJ's Elephant Antics | 1992 | A platform game with peanut pelting action. *CJ* is great fun with nice cartoony graphics and sound. | 83% |
| The Quest of Agravain | 1992 | A fun platform game full of spiders, evil knights and nasty warlocks. Nothing amazing. | 65% |
| Hoversprint | 1992 | Excellent 3D vector graphics in this racing game from the future. It looks and plays like a full price release! | 69% |
| Kwik Snax | 1992 | Dizzy's back again, this time | |

# aSteRS



## RICHARD DARLING

■ Richard is 26 and also joint Managing Director (surprisingly!) he's currently working on establishing Codemasters in Germany where the console market is just taking off.

**Favourite Amiga game is:** *Cosmic Spacehead*

**Why:** 'Difficult to have one at the moment — my two-year old daughter has to be involved in everything and games playing is no exception. But pushing a few random keys isn't the best way through adventures (which I tend to go for — *Monkey Island* and the like). At home it's *Cosmic Spacehead* at the moment — the adventuring isn't that difficult and it's packed with passwords so can play for a while and then leave a few days before returning where you left off. Also, my daughter likes the bright colours and can recognise things on screen. So that's pretty fab!'

**Currently excited about:** The CD32.

## RICHARD EDDY

■ Richard is 25 and has taken care of Codemasters' PR for the last two years. He's recently been appointed Marketing Director and is a computer games nut case with many years in the software industry.

**Favourite Amiga game is:** Two-player stuff

**Why:** 'It's usually *Pang*, the bubble-bursting game packed with cartoon buffoonery. But, these days, you just can't beat a bit of *Micro Machines* for sheer fun and screaming-at-the-other-player larfs! It's fast and furious and, when you're matched against a player with similar skills, the challenge is absolutely superb.

**Currently excited about:** (You guessed it!) Moving Codemasters games onto CD32.

## THE LATEST AND GREATEST

**Here are three of the all time best budget games from these masters of code. These were originally released at around £7.99 but you can pick them up for much less than that now if you shop around.**

### STEG THE SLUG

■ Yeuch! Errgh! I'm not usually a great fan of slugs. Flippin' slimey things that always seem to be on the County Council shelf waiting list. So what do they do? They hide under bloody stones and keep popping out when it's raining and get even more slimey.

Steg, on the other hand, seems to be a very responsible slug. But in these recession hit times he's faced with the hard task of keeping T'yungunz in maggots — not a simple task when their food is running around in out-of-the-way places. In this fun little puzzler, Steg has to save the kids before they die. This is done by transporting maggots in bubbles which he blows. The whole romp through various sewer complexes and slimey caverns is utterly addictive and with levels getting progressively harder it's an excellent challenge.

The presentation's good: lots of eye-catching, colourful sprites that are hard not to find cute cuddly, even with all that slime. *Steg* is proof that puzzle games need not be boring, sluggish affairs that slow your brain down rather than taxing it.

**85%**

### CJ's ELEPHANT ANTICS

■ I'm really struggling not to use the word 'cute' or 'sweet' too much when referring to this cute... err... sweet... hmm I know... this likeable Pachyderm in a baseball cap and jacket!

Platform fans will love this as it has all the elements a good platform adventure needs: lots of power-ups, nutty nasties and a great main character as well as being uttering addictive throughout. As you might have guessed, *CJ's Elephant Antics* stars an elephant dude by the name of CJ who has the serious urge to globetrot through countless levels with many a nasty foe lurking on platforms. There are killer clouds, dopey frogs and harmless-looking penguins. Give any of them half a chance and they'll make CJ pack his trunk and wave good-bye to the circus!

There are very few places left on this planet that CJ doesn't explore. On his travels he encounters the Yeti in the mountainous wastes of Everest, the sand, heat and bad foot wear of Egypt and the beauty and the dangers of Paris in the springtime, to name just a few. If only every platform game had the addictive, colourful and downright cute feel of CJ, the world of computer games would be a much nicer place.

**83%**




### SEYMOUR GOES TO HOLLYWOOD

■ Everybody wants to make it big, whether it's manager of ICI or owning your own island.

| Game | Year | Description | Force rating |
|---|---|---|---|
| | | collecting grub in a highly addictive arcade-style game... oh, it's *Pac-Man*! | 50% |
| Quattro Fighters | 1992 | *SAS Combat*, *Mig 29*, *Kamikaze* and *Guardian Angel*. Get your guns out for these non-stop shoot-'em-ups. | 59% |
| Soccer Pinball | 1992 | Pinball with a footballing twist. Lots of fun tables to play and huge scores to be shattered. | 60% |
| CJ in the USA | 1992 | More elephant antics with fun graphics and a tough challenge. There's even a roller coaster ride! | 81% |
| Captain Dynamo | 1992 | Probably one of the best platformers from Codemasters. The graphics are great and there's lots to see. | 78% |
| Slightly Magic | 1992 | After the success of the *Dizzy* games lots of spin-offs arrived in a similar style. This is one of them and it's great! | 55% |
| Spike in Transilvania | 1992 | Another fun cartoon adventure game with fun puzzles to solve and lots of humour. | 47% |
| Seymour goes to Hollywood | 1992 | Basically just a port over from the Spectrum but the playability is there and it's fun — again! | 82% |
| Dizzy Panic | 1992 | Shape-shifting arcade game with the added attraction of all the *Dizzy* characters to spice things up a bit. | 62% |
| Magicland Dizzy | 1992 | Another cartoon adventure starring the plucky little egg. This one's a good challenge for all players. | 83% |

Seymour has the desperate, uncontrollable urge to make it big in the movies. While on holiday in Hollywood, he decides he wants to see his name in lights and in the cinema to impress his friends. So, instead of changing his name to Fire Exit, he gets himself some cool shades and gets into important buildings.

The only problem here is that the big film he's supposed to be starring in has been sabotaged and the director and scripts have gone missing. So off he pops in search of both in this interesting little adventure that's full of *Dizzy*-like tasks to perform. In fact, this game is a must for all *Dizzy* fans as gameplay is similar but varies enough throughout to keep you scratching you head for hours.

Seymour is an odd sort of hero. Without wanting to offend, he's a rather goofy but likeable character that I'm sure — if it wasn't for *Dizzy* — would be the hero of all Codemasters games. With the oddball graphics and bouncy tunes, you find it hard to find fault with Seymour and his quest for stardom.

**82%**

**The latest releases from Codemasters have all been at full price — a change in policy for the company. Instead of restricting the games to a particular format they're now developed for all systems simultaneously too. The latest batch seen here are available on Sega Mega Drive, Sega Master System, Nintendo Entertainment System and of course the best of them all — the Amiga.**

## COSMIC SPACEHEAD

■ Reviewed in full last issue, this is a unique mixture of platform and adventure games. Cosmic is controlled by using a pointer to select keywords then clicking on characters and objects on screen. Chatting to the strange people on the planet Linoleum will have you in stitches and the 50s style futuristic graphics are out of this world — literally!






## MICRO MACHINES

■ For fast-paced, addictive racing games you can't do any better than *Micro Machines*. Licenced from the miniature model toys, you can select a variety of vehicles to race over suitably scaled-down tracks. A desk strewn with books and papers, garage floor covered in nuts and bolts and garden with such horrors as a leaky hosepipe are all great fun.

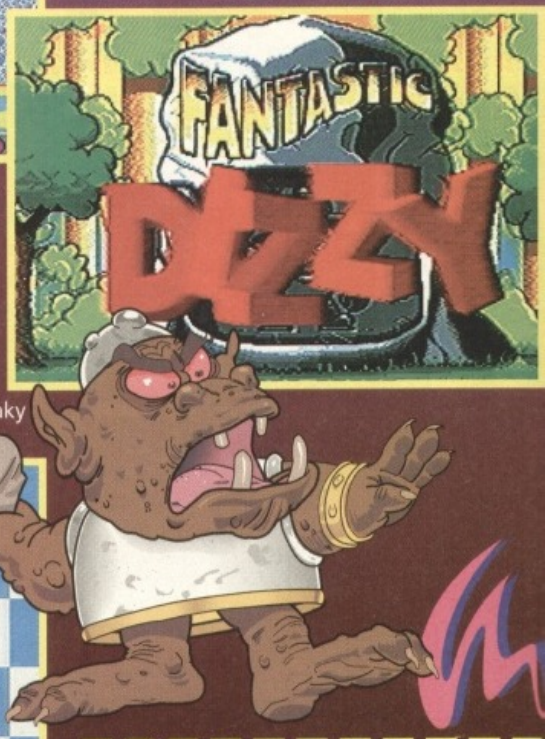






## FANTASTIC DIZZY

■ This new adventure with Codemasters' mascot character Dizzy is the biggest yet. Combining many elements from older *Dizzy* games it will give even the most experienced cartoon adventurer a challenge.
For a full review get over to page 42 now!




## CD PLANS

■ Everyone at Codemasters is currently excited about signing up with Commodore to become an official CD32 licencee. The first title to be released will be *Super All-Stars*, a compilation of five great games (reviewed on floppy format in AF1): *Steg the Slug, Seymour goes to Hollywood, Magicland Dizzy, Captain Dynamo* and *CJ in the USA*. They've no firm release date or prices yet but it looks like this compilation will be great value for money.

They've also pencilled in *Micro Machines* for a CD32 release and will have some original games ready by Autumn. Exciting stuff, eh?

| Game | Year | Description | Force rating |
|---|---|---|---|
| Big Nose the Caveman | 1992 | Basic arcade bash-'em-up with lots of cutesy dinosaurs to splatter about. Some variety in the levels. | 34% |
| Spellbound Dizzy | 1992 | Yet more adventures for Dizzy. This time he gets to ride in a mine cart and talk to a leprechaun! | 80% |
| Steg the Slug | 1992 | Another fun Codies character in a challenging game. This time it's a green, slimey slug! | 85% |
| Dizzy's Excellent Adventures | 1992 | *Bubble, Panic, Spellbound* and *Prince of the Yolkfolk Dizzy*'s in one compilation. | 82% |
| 1st Division Manager | 1993 | Football management with presentation! Instead of lots of text you're treated to an actual game of football! It'll never catch... | 53% |
| Dizzy Prince of the Yolkfolk | 1993 | With fairy tale characters and more puzzles this isn't the most challenging game but it's loads of fun. | 82% |
| Quattro Power Machines | 1993 | Four simulation style games: *Violator, Nitro Boost Challenge, Grand Prix* and *Pro Power Boat*. | 61% |
| Robin Hood Legend Quest | 1993 | The famous story made into a crap platform/shoot-'em-up. | 44% |
| Crystal Kingdom Dizzy | 1993 | An up to date adventure for the egg with more challenge and new characters to interact with. | 81% |
| Fantastic Dizzy | 1993 | The biggest *Dizzy* game ever. Originally released on the consoles it's packed with playability and cool puzzles. | 86% |
| Cosmic Spacehead | 1993 | A great new character and a change in game style. This one is controlled by pointing and clicking! | 82% |
| Micro Machines | 1993 | One of the most addictive racing games ever. Miniature vehicles with fun race tracks. | 89% |

# Reviews



**Prepare yourself for a new kind of review section. Four new reviewers and a new layout — these are going to take some explaining. Engage your brain cells and start right here!**




■ **LOGO** — To tell you which systems the game will work on. See the separate boxes for a full explanation.

■ **COMMENT** — One writer gets to do the main text and another writes a comment with a percentage each. The overall is an average of the two.

■ **ESSENTIALS** — You can't have a review without the producer, author and price of the game. You'll find them all here.

■ Some of the reviews include additional elements like boxes showing the icons or enemies in a game and 'Alternatively' where we show you games of a similar style that are available at a budget price.

■ **RATINGS BOX** — This contains all the information about the game you might find useful: style, compatibility, number of disks, etc. Graphics, sound, playability, lastability and overall ratings are also here with a percentage for each.

■ **TRAMLINE** — This tells you what type of game it is at a glance and gives a short, often crazy, sentence vaguely connected with the review.

## LOGO LESSONS

There are three logos and you'll find one attached to each review. Here's what they mean...




■ If you see this logo is means that the game has been created to work only on the A1200 and A4000 32-bit computers. It will have enhanced graphics and sound making it incompatible with the older Amigas.




■ Do I really need to explain this one? Oh, alright then! This logo shows that the game is for the all new singing and dancing Amiga CD32 console. You can't fit a CD into your floppy disk drive so don't try it!




■ This means that the game has been created to work on the 16-bit Amigas: A500, A500+, A600, A1000, A2000. But it will probably also work on the A1200 and A4000 — check compatibility in the ratings box to make sure.

## THE WISE ONES

Here are the reviewers — they've all got their favourite game styles and preferences. See which one suits your views best.



**NICK ROBERTS**

■ Nick's the Ed and a fan of platform games. Give him anything with cute characters and loads of levels and he'll complete it for you! His favourites this month have been *Fantastic Dizzy* and the CD version of *Zool*. It wasn't reviewed but we couldn't get him off it!



**JAMES PRICE**

■ James is a bit of a tart — he likes all games! He must be a bit sad though because the only thing that has kept his attention this issue has been a free Karaoke CD he got. If he sings 'Blue Moon' one more time he's dead!



**MILES GUTTERY**

■ Sports games are where it's at for Miles, our roving News Editor. His favourites are *Sensible Soccer* on the CD32 and *Speedball 2*. The thing is he gets engrossed in these games and it's often midnight before he realises!



**ROB MILLICHAMP**

■ Rob likes anything violent. Shoot-'em-ups, beat-'em-ups — he loves them all. This issue we just couldn't stop him from playing *Ork Attack*, a PD game. When you throw a rock at an Ork they splatter blood all over the wall! No wonder he liked it.

## REVIEW INDEX




Here's a list of all the games in this issue. If any of them have scored over 90% they'll be awarded an 'AMIGA FORCE APPROVED' accolade.


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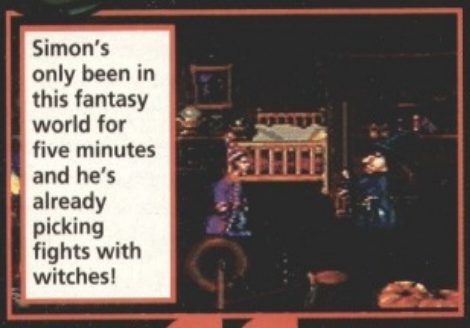
# SIMON THE

**• PRODUCER: ADVENTURE SOFT • AUTHOR: SIMON WOODROFFE • PRICE: £34.99**



**Are graphic adventures back in fashion? With so many older yet excellent efforts now on re-release, is this Adventuresoft effort magic enough in comparison? Read on...**

16-BIT



Simon's only been in this fantasy world for five minutes and he's already picking fights with witches!



**"The game is tastefully colourful"**

Oh dear, what a life for a young lad who's barely turned 12. Young Simon has to face a tricky task. He's been dropped head-first into a world of fantasy and magic to rescue a captured wizard called Calypso, in a strange and magical land full of puzzles and dangers.

The amount of disk swapping needed to progress through the game will thoroughly annoy you, unless you're Mr or Mrs Patient. Once you're into the game things start to make more sense. A good read of the informative manual is recommended, as is nattering to the people throughout the land and recovering some of the wizard's lost objects — all very normal adventure activities. Graphically the game is tastefully colourful, well-detailed and has a slightly comic leaning. All in all, *Simon*'s enjoyable, even if it does take a while to get to the exciting stuff.

ROB 80%

On his 12th birthday Simon was treated to Marvelo the Magician's magic show. He pulled rabbits out of his hat and endless hankies from his mouth. Young Simon delighted in showing his friends how each trick was done and longed to be able to perform his own. When it came to blowing out the candles and making a wish you can guess what he wished for!

At that moment the doorbell rang and standing there was a small dog with a book in his mouth. Simon took pity on him and gave him a home, calling him Chippy; the book, written in a strange language, ended up thrown to one side in the attic.

Life returned to normal for young Simon until one day Chippy went sniffing around in the attic. He came back with the book, dropped it onto the floor — you see, this was a magic book sent from another dimension. Chippy jumped through the portal and Simon, being an inquisitive sort of chap, followed closely behind.

The portal led them to the house of the good wizard Calypso, full of oddly-shaped bottles with nasty smells and strange symbols displayed on the wall. With no apparent way back to the real world, Simon decided to explore. And so the adventure begins...

**"I just can't get enough of it!"**

## Mouse-made magic

Simon's adventures in this new world are controlled, not surprisingly, by mouse. There are keywords to be used at the bottom of the screen, utilised by clicking on them before selecting objects and places in the current location, making Simon interact with his surroundings. Any objects he picks up are displayed in the bottom-right inventory. In true graphic adventure tradition the player only has the bare essentials to begin with and must go through each location with a fine tooth comb to find objects for later use. There are 107 locations to explore and many characters to help and hinder in Simon's task to find Calypso.

Talking with characters can be started by clicking 'Talk to...' and then selecting the one you want to speak to. If they're



Hanging around pubs isn't the sort of pastime you expect a boy of 12 to take up! But there are interesting people inside!




It's never a good idea to shout at dragons in these fantasy adventure games. You might end up being eaten alive!




Messages and speech are printed over the backgrounds.

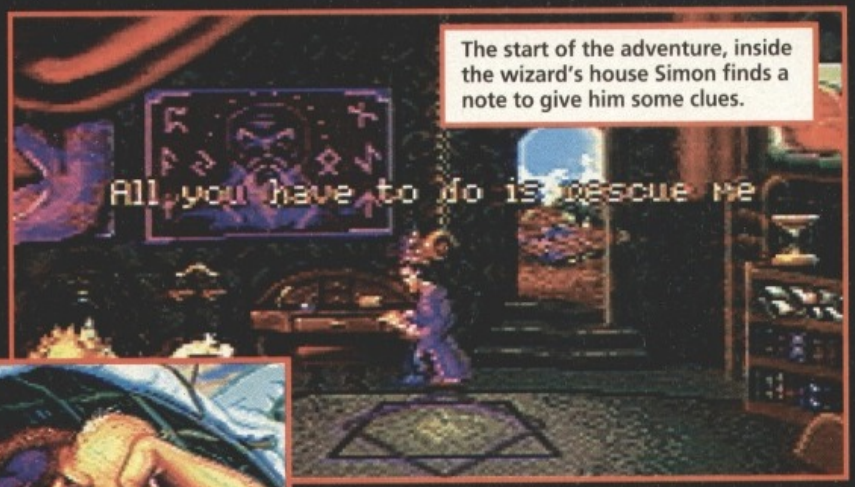
Choose a keyword to control Simon.

When collected all objects appear in the inventory along with the map.

# SORCERER




Talking and looking at everything helps to solve the tricky puzzles.




The start of the adventure, inside the wizard's house Simon finds a note to give him some clues.

in a hurry to speak to you they'll start chatting as soon as you enter a location. Once they've babbled on for a while a selection of potential 'answers' replace the keywords. Some are completely silly, some will help in finding clues or answering questions and other replies are only there to terminate the conversation. Simon isn't well known for his manners either, with remarks like, 'Quite frankly your conversation bores me!' and his habit of throwing up when offered a scrumptious plate of swamp stew.

I've been playing *Simon the Sorcerer* non-stop since it arrived in the office —



There are many excellent graphical sequences to be seen. The giant is particularly impressive.

## 32-BIT ENHANCEMENTS

Adventure Soft have just released an A1200 enhanced version of the game. The only difference we could see was a jazzed up inventory!



## ALTERNATIVELY

**If you don't fancy shelling out the full £34.99 for Simon the Sorcerer then you can get your fix of adventuring by sorting through the budget releases at your local software shop. Here are two alternatives to set your brains boggling...**

## MANIAC MANSION

KIXX XL
£12.99

This was one of the original 'point-and-click' adventure games back from the days of 8-bit home computers, and you can tell too. The graphics are blocky and uninspiring but the storyline and puzzles are still top notch by today's standards.

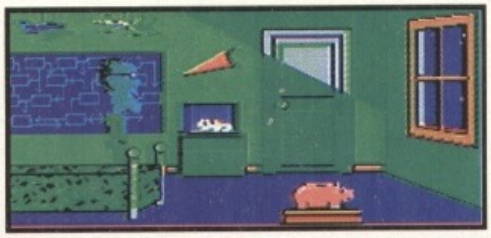
A mad professor has kidnapped a chirpy cheerleader called Sandy and is threatening to suck her brains out with his latest nutty invention. The poor girl's in a bit of a state and desperately needs rescuing from this cad. There are eight characters available for the brave mission. Sandy's boyfriend Dave is automatically selected and two can be chosen from the other seven. A punk rocker and a kid genius are just two of the likely lads (or lasses) — they all have their own strengths and weaknesses but the game can be completed no matter who you select.




The garish visuals would put many people off *Maniac Mansion* straight away — but graphics don't make a game!

Each of the locations must be thoroughly explored to pick up vital clues for puzzle solving. Some of the objects are hidden in such obscure places that trial and error becomes the only way to progress through the game. Keywords are displayed at the bottom of the play area in the traditional manner and there are selectable hot spots in each location. In particular, the 'WHAT IS?' command is the most useful, giving a description of all the options, characters and locations.

*Maniac Mansion* was one of the very first adventures to use the point 'n' click control method. It still provides a perfect introduction to the genre at a third of the price of the excellent *Simon the Sorcerer*.



**FORCE RATING** 78%

One of the original Amiga graphic adventures and a rewarding game to play.




Outside the spooky witches house a raven lands on the well to ward off all strangers.



Simon meets many strange creatures on his travels.

I just can't get enough of it! It takes some time to get going — my problem was that I couldn't find some of the key objects to start my adventure properly, but that was only because I was eager to see more of the locations and didn't spend time going through them properly.

And is there any wonder I wanted to see more when the visuals are this stunning! The animation is great with deer prancing through the forest, butterflies fluttering around as Simon walks through a location and lots of set animated sequences to stumble upon. There *is* the option to jump to the end of animated sequences, but this isn't recommended as they contain vital clues.

There isn't much you can moan about in *Simon the Sorcerer*. Some members of the Amiga Force team thought Simon moved around the game too slowly but this is helped by the map feature. By selecting 'Use map' you can jump to different areas of the game instantly, saving time.

Despite becoming well and truly stuck and flummoxed by some of its puzzles I still can't wait to have another bash at *Simon the Sorcerer*. It has an enchanting storyline, beautifully drawn graphics with great animation and some nice tunes to play along in the background while you're adventuring... what more could an apprentice wizard want?

NICK 82%

# Simon the Sorcerer

STYLE.....GRAPHIC ADVENTURE
COMPATIBILITY.....ALL AMIGAS
NO. OF DISKS.....9
MEMORY.....1 MEG
HD INSTALL.....YES
PLAYERS.....1
LEVELS.....107 LOCATIONS
CONTINUES.....N/A
EXTRAS.....SAVE GAME
RELEASE.....OUT NOW

## GRAPHICS

90% Superbly detailed locations, great animated sequences and lots of humour thrown in.

## SOUND

78% Fantasy-style tunes that play all the time, but no sound effects. Luckily, the music can be switched off!

## PLAYABILITY

80% A few more clues could have been given away but it's rewarding when you suss out a problem.

## LASTABILITY

82% Plenty of characters to interact with and locations to visit. The map keeps irritation to a minimum.

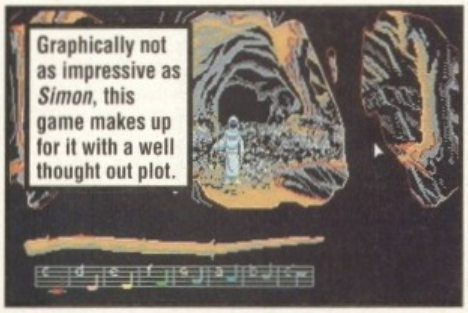
## OVERALL

81%

A magical adventure with many characters and attractive locations to discover. One game and you'll be totally addicted — we were!

# LOOM

KIXX XL
£16.99



Graphically not as impressive as *Simon*, this game makes up for it with a well thought out plot.




Sleeping on the job! That's not going to get this adventure solved.



In days of old when dragons glided through the skies without fear of being in the flight path of airliners and people lived in simple rustic villages of huts... oh, those were the days! The backbone of society was made up of Great Guilds who took care of the various professions. The Blacksmith's Guild owned all the metallic things, the Cleric's Guild controlled the spiritual things and the skilled Weaver's Guild not only took care of the clothes making but spun the threads of life itself.

One of the best things about *Loom* is it's extremely well thought out plot leaves you thirsting for more. On the bad side, the graphics throughout are a let-down, with nothing to show off the Amiga to it's full extent. A lot of the animated sequences are much too long and not particularly brilliant to view either. Against graphic adventure games like *The Secret of Monkey Island* and Cocktel Vision's *Goblins* trilogy, *Loom* doesn't seem to be a terrific challenge — but it *does* have enough gameplay to keep you playing, mainly because of the superb storyline. The idea of the Guilds and threads of life stuff is an instant 'turn on' for all adventure fans out there, even if *Loom*'s visuals could've been better.




## FORCE RATING 76%

Not much of a challenge but a good storyline — a 'turn on' for adventure freaks!

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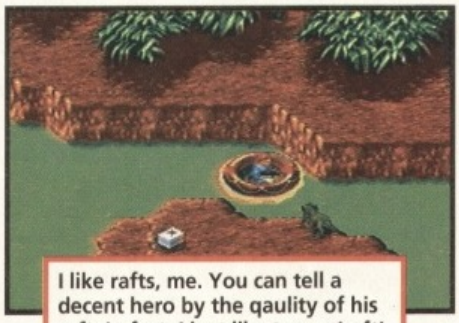

• PRODUCER: OCEAN • AUTHOR: IN-HOUSE

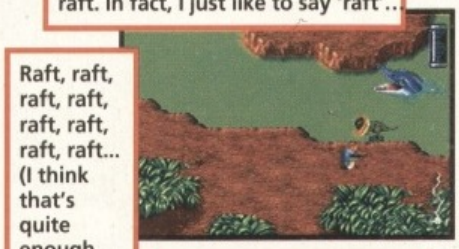
# JURASSIC PARK





**From cinema smash hit to manic merchandising, comic books to computer games. Hands up if you're fed up of Jurassic Park... and the video's yet to come!**







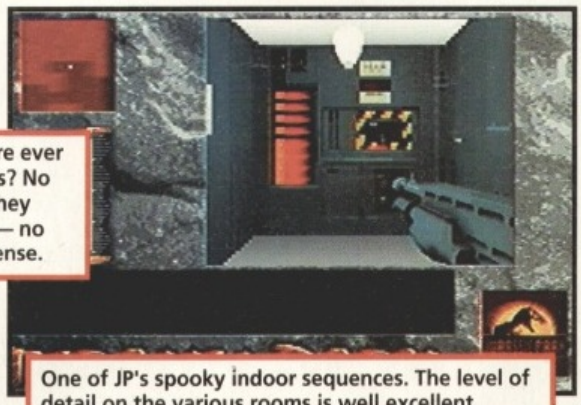
Having missed seeing it, I can't comment on how true Ocean's *Jurassic Park* is to the movie — but who gives a toss about that sort of thing anyway? Thing is, 32-bit *Park* will probably turn out to be the biggest disappointment of the year. With some of the most stunning visuals ever seen on the Amiga — in particular, the indoor sequences are superb — it's a shame that the majority of the gameplay's shamefully lightweight. The idea behind the game isn't too bad. There are two different sections; a *Chaos Engine*-type maze/puzzler/shoot-'em-up hybrid, and a first person perspective VR experience with some of the smoothest graphics since *Legends of Valour*.

**"A wonderful action-linked soundtrack"**

## Dino droppings

The outdoor sections are pretty awful, considering the amount of time Ocean had to perfect them. Blasting dinosaurs is fun for about... oooh, five minutes, and then it becomes something of a chore. While trundling around the maze-like playing areas, there are loads of small but irritating dinos — I can't be bothered to find out what they're called — and these are swines to shoot as every time you move the joystick to fire in their direction, you invariably walk into them and lose energy. Still, there's more to these bits than simple blasting — there's simple collection of objects, simple puzzles and simple maze negotiation too. The earlier levels are kids stuff through and through, but it's the later paddocks (each named after the type of dino inhabiting it) where *JP* just gets plain irritating. Discovering your character can't fall from heights barely twice his size is annoying



One of JP's spooky indoor sequences. The level of detail on the various rooms is well excellent.

**With the launch of the *Jurassic Park* movie back in the summer of 1993, everyone wanted a piece of dinomania. The merchandising companies went mad with dino-goodies spewing out into the shops and being snapped up by dino-hungry kids everywhere. If you want something with *Jurassic Park* plastered all over it you can get it! Duvet covers, bags, pencils, lunch boxes, keyrings — they're all available. Dino-mania has started to die out recently but things are sure to pick-up again with the release of the final piece of merchandising — the video! Until *Jurassic Park 2* that is...**

## Bags

A range of bags are available from high street stores like Woolworths and John Menzies. Created by Copywrite they have a blood red design and the familar JP logo emblazoned on them. There's a backpack, duffle bag and swimming bag to choose from — you'll be the envy of all your friends with any of these!

# SIC RK

● PRICE: £25.99

The water level's tricky to control. I think I feel seasick!



Those bird things swoop at you, but they're sooo easy to pick off...



Why grandma, what big teeth you have...




'What do they keep in here — King Kong?'. Anyone who has seen the film will remember these famous gates.





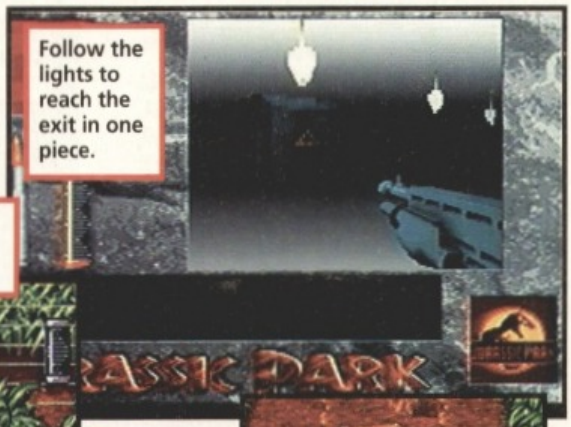
**"Jurassic Park is pretty damn cool"**

Oh dear, it's never the same is it? When a software house tries to recreate the excitement of a successful cinema hit, they're bound to fail. *Jurassic Park* (the film) was full of nail-biting, gut-wrenching suspense that was almost guaranteed to leave no cinema seat dry. *Jurassic Park* the game on the other hand does have a nail-biting section but this is only accessed after many disk swops and long hours of play, so it doesn't really count as far as suspense goes! The main problem I found was that the boredom and monotony outweighs the odd tiny bit of excitement throughout it's entirety. Everything else about *Jurassic Park* is pretty damn cool, the presentation's nice with intricate detail on backgrounds, dinosaurs and the main bloke. The most impressive thing about is game is the wonderfully atmospheric soundtrack that seems to build up excitement. There are lots of levels to get stuck into but the problem's that the better sections (the indoor levels) aren't a large a part of *JP* as they should be, which leaves you with mostly slow and repetitive outdoor adventures that seem to go on longer than the Jurassic period itself!

ROB 75%

(life lost), as is seeing a bridge and attempting to walk over it only to find it's the bottom of the play area and there's a fatal fall there (life lost). Then there's the 'raft ride', where moving to a certain point while drifting results in your raft becoming stuck fast (restart game) and one particular paddock with lots of falling rocks where everything slows down to a crawl. When you consider the A1200's a 32-bit machine, this is pretty piss-poor. Still, one of the outdoor sections' redeeming features — of the few there are — is that, after completing most of them, you reach the indoor levels, where matters improve considerably. With a limited supply of ammunition and a not considerably generous allocation of energy, the objective is to negotiate various rooms and corridors to either get through to the other side of

Follow the lights to reach the exit in one piece.



If the electricity to the fences wasn't switched off our hero could be barbecued in a second!



The landcruiser isn't going to be much use in that sorry condition.







## Stationery

Also available from the usual high street stores is some great stationery. Available singly and in combined packs you can get pens, pencils, note pads and sketch books. An ideal present for dino-freaks methinks!

## Cards

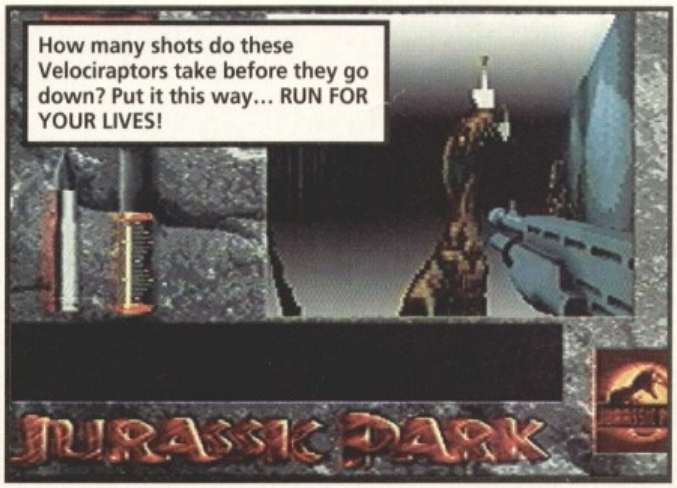
The Topps company have some marvellous products around — available from newsagents everywhere. Take these collectors cards for example. With scenes from the movie and exclusive paintings of all the dinosaurs they're great to collect and swop.




## Egg candy

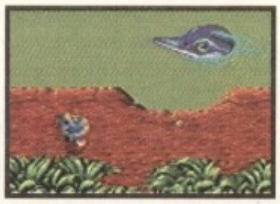
No, not candy made from eggs. These are dinosaur eggs with a miniature model of a dino inside and a small packet of sweets! The eggs are shaped just like the ones in the movie! Topps also produce T-Rex heads filled with candy and a special *Jurassic Park* gun.








Aww, ain't that cute? A lovely Stegasaurus having its lunch.



the complex or perform an action. This would be woefully easy (not to mention boring) if not for the Raptors. Attacks from these drain energy at an alarming rate but a few well-placed shots usually finish them off.

With silky-smooth graphics and a wonderful (if eventually irritating) action-linked soundtrack, these levels are particularly playable, and are easily *Jurassic Park*'s finest hour. They become a bit tedious when you get lost and end up walking around in circles, but hey — if you don't pay attention and go in the right direction, you deserve whatever you get.

I suppose a summing up's in order. Basically... oh sod it, I can't be bothered. I'm going to repeat all this in the ratings box anyway, so just skip over to that and read that instead. I'll just leave you with this choice morsel of information — that hasn't been used in a review before, honest — which is... try before you buy. You know it makes sense...

**JAMES 63%**




Log onto one of the computer terminals for much needed info.



With that laser gun Grant looks like one of the Ghostbusters!

The presentation and introduction screens are beautifully animated and packed with atmosphere. You could almost be inside *Jurassic Park*!






It's too quiet. Something nasty's going to happen soon.




Does this really need any explaination? I think it's GAME OVER time — and there are no continues!

Quick! Get that Pterodactyl before he does something nasty on your head!






| | |
|---|---|
| STYLE | SHOOT-'EM-UP |
| COMPATIBILITY | A1200/A400 |
| NO. OF DISKS | 4 |
| MEMORY | 2 MEG |
| HD INSTALL | NO |
| PLAYERS | 1 |
| LEVELS | 11 |
| CONTINUES | NONE |
| EXTRAS | PASSWORDS |
| RELEASE | OUT NOW |

## GRAPHICS

**88%** This is where *Jurassic Park* really excels. The indoor sequences are flippin' marvellous — pity about outdoors.

## SOUND

**85%** A superb soundtrack adds atmosphere, changing as the Raptors stalk you. Sound-FX are cool too.

## PLAYABILITY

**68%** Sadly lacking. It's not a difficult game to complete and the outdoor sections will soon annoy you. So...

## LASTABILITY

**58%** ...there's not much of this stuff. The indoor sections will pull you back, though. They're gripping!

## OVERALL

**69%**

It could have been so much more, yet 93's biggest film could well have become 94's biggest Amiga disappointment. Sad but true.

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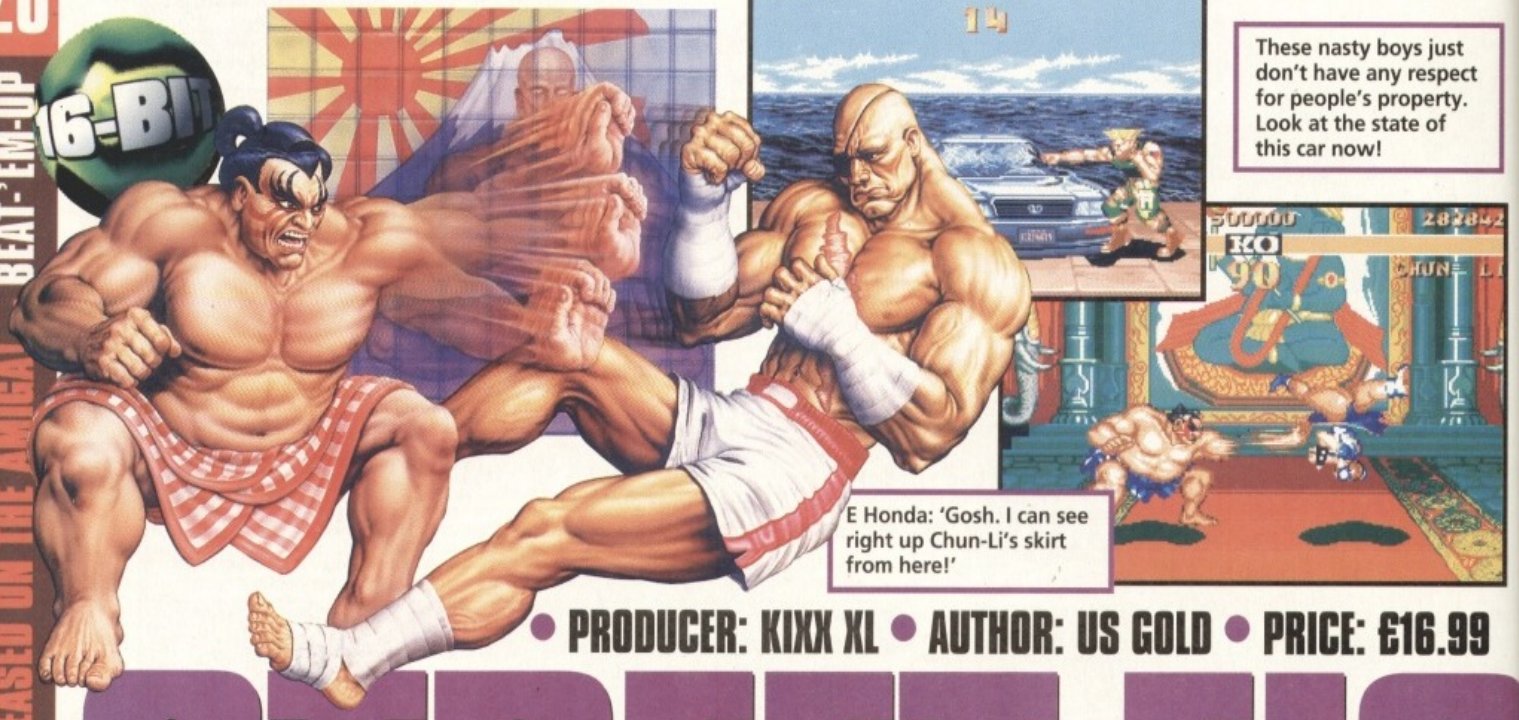
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These nasty boys just don't have any respect for people's property. Look at the state of this car now!

E Honda: 'Gosh. I can see right up Chun-Li's skirt from here!'

**• PRODUCER: KIXX XL • AUTHOR: US GOLD • PRICE: £16.99**

# STREET FIG

**Already? Seems like only yesterday we were reviewing *Street Fighter 2* as a full-pricer. Still, has the test of time been kind? And is a price-point of £16.99 *really* a bargain?**



*Street Fighter 2* on the Super Nintendo is easily one of the best arcade conversions ever. It's also the most playable, intricate and absorbing beat-'em-up I've ever come across. Instead of featuring faceless pyjama-clad fighters (like in, say, *IK+*) eight competitors (twelve in the *Turbo* edition) can be chosen from, each having distinctive appearances, fighting styles and special moves.

Every character has specific strengths and weaknesses; for example, Chun Li can outpace and floor E Honda with ease, but, against Ryu and his Dragon Punches, she's dogmeat. Conversely, Honda could wipe the floor with Zangief using his Hundred Hand Slap. To those unfamiliar with the game, this may sound a tad confusing. All this talk of special moves, abilities... once played, *Street Fighter 2* makes sense, believe me. Everything slots into place like a jigsaw puzzle. Playing against the computer is almost as much fun as beating up a friend — not something you could say about many games, especially beat-'em-ups — while its clever learning curve ensures that, after months of play, new things are *still* there to be discovered, perfected...

> **Its colour scheme is best described as garish**

## Back in the real world...

Still, this doesn't mean much to Amiga owners, does it? I reckon less than three percent of you lot out there own a SNES as well as an Amiga, so the last thing I should be writing is a glowing appraisal of a Capcom-produced Nintendo game. Or should I? Apparently, while developing *SF2* for the Amiga its development team were given Super Nintendos and copies of the game to work from. The conversion was written, released, became one of 1993's biggest sellers while the year had barely began. The really sad thing is, it's just not *Street Fighter 2*. It looks similar, the characters are the same but no way does it play as it should. Obviously, the shift from a six-button joypad to a standard one-button joystick control method meant the programmers had to weed out certain moves, trim bits here and there... and that's precisely what the problem is. *SF2* wasn't designed to be played with one button, or two, even three for that matter. The SNES and arcade versions allow clever strategies and move combinations to be used, most of which are individual to a particular player. The Amiga version? No way. It's just a normal beat-'em-up called *Street Fighter 2*. It's a bit on the slow side, some of the moves don't work occasionally due to the context-sensitivity used for close-quarters combat (throws and the like) and its colour scheme is best described as garish. Still, it's playable enough, available on budget, and could possibly be the biggest budget hit this year. I can think of far less deserving games and hey, it's good for laugh. Just as long as no-one plays the arcade machine and gets funny ideas about being able to do the same things with the Amiga version, I can't see anyone being too disappointed. Cool.

**JAMES 70%**



> **It's okay for a quick scrap now and again**

The two men faced off. All was still. 'HADOKEN!' boomed Ryu as he launched a dragon punch towards his opponent. 'Hello Ryu.' replied Ken amiably — then his face caved in.

Yuk! Being a recent convert to the Super Nintendo's *Turbo* edition, playing Amiga *SFII* is a harrowing experience. It's okay for a quick scrap now and again I s'pose but with the likes of *Body Blows*, *BB Galactic* and *Mortal Wombat* doing the rounds the 'budget' price of 15 quid is a bit steep. If you're a fanatic of Guile, Honda and company then buy yourself a SNES. If you already have the games mentioned earlier and desperately want another beat-'em-up to gather dust in the back of your cupboard, by all means rush out and grab a copy of *Street Fighter II*. Don't take that as a recommendation, however...

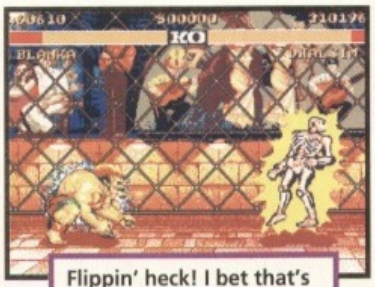
**MILES 60%**




'How are you Ken'. 'Oh, I'm not to bad today — thanks very much for asking Mr Ryu'!



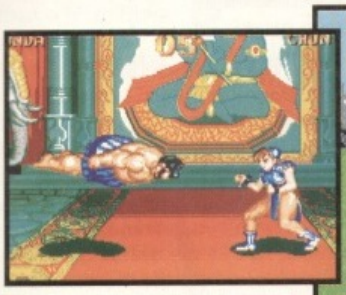
Get off me your great oaf! I haven't had chance to put my fists up yet!




Flippin' heck! I bet that's going to smart in the morning.




# HTER 2





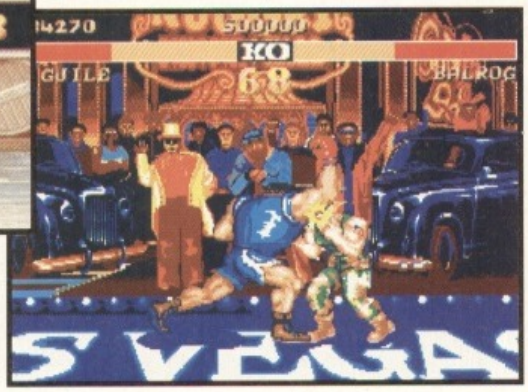

Is it a bird? Is it a plane? No it's flying fat man — he's so dashing!



'You don't scare me with your flashy fire bolts... ouch! That darn well hurt that did. You should be more careful — you could have someone's eye out with those things!'




Fighting in Las Vegas is great! After the three rounds they can battle it out at roulette or poker!




Bash the barrels for bonus points. They don't give you any advantage — only a mega score.






| | |
|---|---|
| STYLE | BEAT-'EM-UP |
| COMPATIBILITY | ALL AMIGAS |
| NO. OF DISKS | 4 |
| MEMORY | 1 MEG |
| HD INSTALL | NO |
| PLAYERS | 2 |
| LEVELS | 7 SKILL LEVELS TO SELECT |
| CONTINUES | 3 |
| EXTRAS | SPECIAL MOVES |
| RELEASE | OUT NOW |

## GRAPHICS

**61%**

Awful colour scheme and sketchy-looking sprites and backgrounds — a far cry from other versions.

## SOUND

**58%**

Average tunes. Most of the speech samples are in there, but mysteriously higher pitched.

## PLAYABILITY

**70%**

Well... y'know how it is with beat-'em-ups. You can sit down, waggle the joystick and not have to think too hard.

## LASTABILITY

**69%**

It's tricky on the higher skill levels — there's no denying that — and the two-player option is, as per usual, a godsend.

## OVERALL

**65%**

An original title worthy of much praise and... oops, wrong game! If you've no friends, knock 15% off for not playing two-player.

**What is the secret of Monkey Island? Why is the Milka cow lilac? How many Smarties go around the underground?**

# THE SECRET OF MONKEY



**Only one of these questions deserves an answer...**

## • PRODUCER: KIXX XL • AUTHOR: LUCAS ARTS • PRICE: £16.99

If there's one thing that gets thoroughly on my wick it's chuffin' adventures. They take themselves so seriously and, to make matters worse, you get loads of anoraxic spotty types claiming there's nothing socially retarded about typing out conversations with imaginary people for boring, pre-conceived responses — go figure. What's wrong with a few graphics or, heaven forbid, a spot of sound.

If you haven't twigged yet The Secret of *Monkey Island* is an adventure, Aaaargh! So what is it this time? Knights, wizards... oh, pirates. Lord take me now!

The hero's a young and carefree type by the name of Guybrush Threepwood (!?) with aspirations to sail the seven seas and generally buckle swash. What a turnip! Get yourself a steady job, wife, three mortgages and 200 kids — that's what my old gran used to say. Before they locked her up, that is. Anyway where was I... hero... erm, pirates, oh yeah:

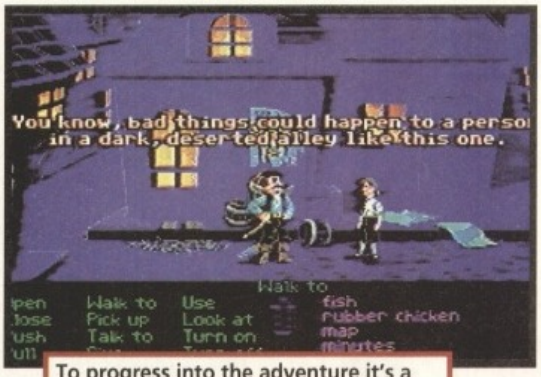
Guybrush arrives on the island of Mêlée, noted hang out for sundry sea-dogs of ill-repute, to persue his ambition.

Thankfully there's no keyboard typing to be done, everything's point and click as you move Guybrush around and manipulate objects avec mouse. These sort of games have always been a bit hit-and-miss with the right balance of puzzle difficulty having eluded all too many in the past — so how does Monkey Island fare? Pretty good, actually! Its clues are just tricky enough to keep your brain in gear without falling into the trap of over-obscurity, passed off by so many games as challenge.

> **"The gags are a welcome frill"**

### Barrel 'o rum, anyone?

While *Monkey Island*'s graphics aren't quite as impressive now as when it originally came out, they still pack in loads of charm and atmosphere. *TSOMI*'s hottest spot, however, is its inimitable sense of humour. Even the most hardened of miserabalites will be hard pushed to stifle their chuckles all the way through (the fight scene in the governor's mansion is hilarious) but at no point do the gags attempt to cover up flawed gameplay — they're a welcome frill and integral to the game's feel, without detracting in any way from other




To progress into the adventure it's a good idea to talk to all the characters you come across.



> **"The graphics look a bit rough in places"**

Pirates, eh? When I was at primary school, no-one played pirate games. Thing is, who wants to aspire to be tramp-like in appearance, half-dead from vitamin deficiency and smell of urine? Not me, that's for sure. I mean, pirates are as about as much fun as the Milky Bar Kid. Then there's Monkey Island, where this guy called Guybrush wants to be one... (whisper from stage left)

Oh, so you mean it's not real, then? It's only a computer game? Next thing you'll be telling me is that Terry didn't really kill Barry's wife and kids — they were just pretending.

Sorry, I hate writing comments. There's never enough room to go into detail and say what you want to. This is actually being written on Christmas Eve, and all I can think of is just how many presents I've still got to buy. Oh yeah, Monkey Island isn't bad at all. The graphics look a bit rough in places, the disk accessing's as big a pain as always and the fact it costs £16.99 is, quite frankly, outrageous, but I reckon it's easily one of the point 'n' click genre's finest hours, so to speak.

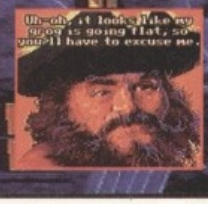
**JAMES 88%**






Each location is packed with detail and must be carefully explored to discover all the hidden objects. The more nosy you are the more you will find!

## HOT FROM THE CASTING COUCH...




They're not all nasty, these pirate types. This fellow's quite friendly — he drinks beer, smerks tabs and his hat's good for a laugh 'n' all.




If you meet this guy, ask him about his eye. He gets dead tetchy but if you can't mock the afflicted what can you do? Take up computer journalism, perhaps?





*Monkey Island*'s a great game, packed with humourous situations and wonderful graphics.

# ISLAND




STYLE .....GRAPHIC ADVENTURE
COMPATIBILITY .....ALL AMIGAS
NO. OF DISKS.....4
MEMORY .....1 MEG
HD INSTALL.....YES
PLAYERS.....1
LEVELS .....N/A
CONTINUES.....N/A
EXTRAS.....SAVE GAME
RELEASE .....OUT NOW

16-Bit

elements. Disk access time can be annoying during long sessions, but with only four disks (*Indy IV* had eleven) playing without a hard drive isn't as much of a chore as it could be.

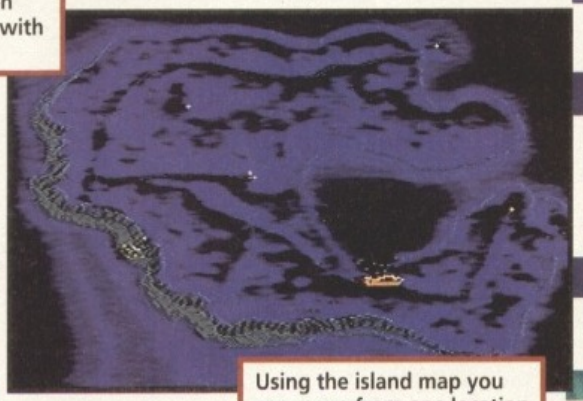
Frustration is further eased by the well thought out locations. They don't 'sprawl', so walking back and forth is thankfully more of a stroll than a hike. There aren't as many locations in the game as some might hope but this actually boosts playability, with logical thought and puzzling given priority over prolonged wandering.

Yep, I like it! It's fun, funny, challenging, addictive. Perhaps not all that cheap considering it was only £24.99 at full price (and years back, at that — James) but who gives a toss when you're getting so much for your money? Hey wow — adventures really are cool... um, sometimes!

MILES 87%




Breath mints, a shirt and a staple remover. What on earth can Guybrush do with those?!

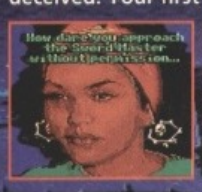





Sword fighting is an essential part of any pirates life so our hero must become a dab hand with his weapons.



Using the island map you can move from one location to another instantly. That'll save the shoe leather!



■ She may look like a weak and feeble girly but don't be deceived. Your first task is to give her a sound drubbing and she doesn't mess about.



■ Learn to wield your cutlass like a man with a few lessons from Mêlée Island's answer to Davy Crockett. Oh yeah — he's a sarcy sod, so be persistent.



■ Phwoar! She's a bit of a chick. No wonder poor old Guybrush falls madly in love with the young lady. I bet she's got a great set of... (That's the last time you do the captions James — Nick).

## GRAPHICS
85%
Atmospheric cartoon-style backdrops and convincing scaling on the main character.

## SOUND
70%
Humable intro theme but in-game sound is sparse and only so-so at best.

## PLAYABILITY
90%
Instantly engaging with good 'taster' puzzles to get you started. You'll be hooked right away.

## LASTABILITY
89%
There's plenty to keep you going without lumping too much on your plate at any one time.

## OVERALL
88%
A top class game with enough to keep any but the most die-hard of arcadesters engrossed for the duration.

CD 32



**It's a tough place, Arabia. They may look like prannies, poncing about in their silly red hats with black dangly things but don't be fooled. They're as nasty as a beehive in your underpants.**

# ARABIAN NIGHTS



**• PRODUCER: BUZZ: • AUTHOR: KRISALIS • PRICE: £14.99**

We've always been great mates, me and Sinbad the Sailor. How I thrilled to his adventures. I cheered as he slew the sword-wielding skeletons, I covered my eyes as he braved the stormy seas, I sighed as he bagged the beautiful belly dancer. But time waits for no man. And so it came to pass that Sinbad got too old for all that heroic business, retiring to the quiet life in Baghdad's home for baggy-trousered adventurers.

All was quiet on the swashbuckling front for a while and, dejectedly, I sought solace in my Amiga. Then, one day, a fellow showed up. There was something about his curly shoes, his curved sword, the sheer size of his trousers! Brashly this interloper introduced himself as Sinbad Jr. Unconvinced as I was, the perky chap offered proof of his adventuring prowess with a trip through *Arabian Nights* — a chronicle of his first quest stored on floppy disks. Certainly there was action, puzzle solving and all manner of courageous antics. Clearly there was more to this fresh-faced young lad than met the eye. As the quest progressed we became firm friends, reliving those old glories but, as with all good things, the saga drew to a close. There just aren't the adventures around these days for such a hero and young Sinbad got a job quantity surveying in Hereford.

> **"This all looks a bit familiar!"**

## Nights of old

Life calmed down once more until I received word of a CD quest that might suit the little hero. Swiftly I got on the blower and within twenty minutes Sinbad arrived on the AMIGA FORCE doorstep. Without further ado we headed into the unknown.

'This all looks a bit familiar!' remarked Sinbad as we found ourselves in a prison cell. 'You're not kidding...' I replied, taking a key from an old chest in the corner, '...and how did I know that was in there?'

Then it clicked, 'It's a CD re-release of the other game!' we cried in unison. 'It all looks the same to me.' moaned Sinbad, 'Where's the enhancements, you know, parallax backgrounds, FX, sampled speech, all that guff? It's exactly the bloody same!'. I had to agree.

'I see they've left those stupid shoot-'em-up levels in as well', I noted with annoyance.

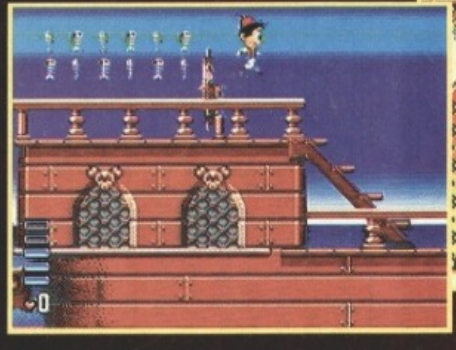
'Yes', agreed Sinbad, 'I remember losing stacks of lives on those before and let's face it — puzzles and mazes are what this game's about. They just don't fit in.'

After a while in thought I offered, 'It only costs 15 quid and it is a fun a little game, I can't really slag it.'

'True.' retorted Sinbad solemnly, 'But let's hope the CD32 doesn't just become a medium for countless straight 16-bit ports. It's like watching England at Wembley — the surroundings deserve so much more than the occasion serves up.'

He had a point.

MILES 75%





It's good to see cheap and cheerful software available for the CD32, but we couldn't half do with some more impressive titles.




| | |
|---|---|
| STYLE | ARCADE ADVENTURE |
| COMPATIBILITY | CD32 |
| NO. OF DISKS | 1 CD |
| MEMORY | N/A |
| HD INSTALL | N/A |
| PLAYERS | 1 |
| LEVELS | LOTS |
| CONTINUES | 5 |
| EXTRAS | MUSIC TEST |
| RELEASE | OUT NOW |

## GRAPHICS

**80%** Cute and cuddly with smooth scrolling but nothing to send you ga-ga.

## SOUND

**74%** Standard FX and chirrupsome toons. Again nothing stands out — they're no more than functional.

## PLAYABILITY

**85%** Jolly and playable. Good difficulty curve gets you started without any hassles.

## LASTABILITY

**80%** It's big and gets progressively tougher. Expect a good few works worth of entertainment.

## OVERALL

**75%**

A straight port of the 16-bit game. Fun for all the family but not one to show off your CD32's capabilities.

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*Lotus 2*'s the better looking of the three games, but doesn't *quite* have the playability of the first...



One of *Lotus 1's* few flaws is that the one-player game only uses half the screen.




Oh dear. It's not exactly what you'd describle as 'the joker in the pack', but *Lotus 3* isn't terribly good...



**Three of the best-selling racing games of recent years in one package. Rev that engine and fasten your seat belt...**

# LOTUS TRILOGY

- **PRODUCER: GREMLIN**
- **AUTHOR: VARIOUS**
- **PRICE: £29.99**

All three of Gremlin's Lotus trilogy in one compilation — sounds like a bargain, right? Not quite. I'll tell you why...

*Lotus Turbo Challenge* was released... oh, ages ago (I can't be bothered to check when) to much critical acclaim. An into-the-screen racer with superb cosmetics, its speedy graphics and intense playability made it the best arcade style drive-'em-up on the market at the time, and it's still very much a classic today. The thing that really brings *Challenge* forth from the crowd is its two-player mode. The screen is split into two distinctive halves, with each player viewing the track through a smallish (but sufficiently large) window; in one-player mode, the bottom window is defunct. Each race is set on different and gradually more hazardous tracks. Twenty cars compete on each course, with the eventual winner claiming top points while nine others receive smaller amounts and the final ten get none.

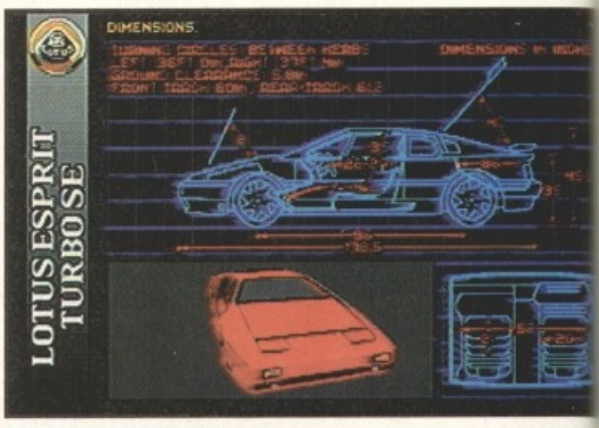
Thing is, each race is part of a championship, but finish out of the points and it's game over — in two-player mode, this only applies if both human drivers don't rank highly enough.

*Lotus 2* is — in some ways — more of the same, but with a few improvements and a slight 'direction' change. Whereas in *Lotus 1* computer cars are there to beat and, basically, have to be, in *Lotus 2* they're merely a hindrance — the 'challenge' being to reach checkpoints and subsequently the finish line before a time limit has elapsed. The graphics are an improvement over its predecessor, the one-player mode takes up the entire screen, there's more variation in the track designs... but it's not half as good. In two-player mode it's excellent, but solo entertainment is reduced by the limited challenge of the clock.

> **"Does Lotus Trilogy present good VFM? Sadly, no."**

## Crashed and burned

Finally, *Lotus 3* isn't all it should be. It's essentially *Lotus 1* and *2* combined, though shamefully not as good as either. Graphically it's not anywhere near as accomplished — the screen update's a lot more ragged, for example. Bearing in mind how smoothly its older counterparts manage to move, it seems unforgivable that it should almost jerk along at times. Still, there are a fair number of options to choose from, including whether to race against the clock or other competitors, the obligatory two-player option (couldn't omit that one, could they?) and a course designer. Yup, *Lotus 3*'s big hook is that you can make your own tracks, giving almost endless variety. Sadly, it's not a designer in the 'true' sense of the word, or so I see it — you only choose how many bends, hills, obstacles and all that sort of stuff there are. A code is given so you can re-race on 'your' track at any time and... well, it's all a bit crap, really. Still, *Lotus 3*'s enjoyable enough — and certainly well presented — but




Lotus is French for 'go eat lots of lard 'till you're sick'. And I'm the king — no, queen, of England. Honest.



**"Not a bad package — the first two games are good**

Coooool! All the *Lotus* games in one beautiful big black box. It's only when you play one game after another that you realise the drawbacks. It all starts with *Lotus Esprit Turbo Challenge* with its slightly dodgy graphics but superb competitive racing gameplay. One of the few glitches in the game is the fact that, even in one-player mode, you have the annoying split screen during the race. The second game in the trilogy, *Turbo Challenge 2* doesn't have this irritating glitch; instead the graphics have been improved upon and yes, its one-player mode utilises the full screen display. But alas, what it has in presentation it lacks in gameplay. Instead of the (much better) competitive racing to get pole position, in this game you're against the clock, topping up your time as you pass each checkpoint.

The biggest disappointment of the lot, though, is *Lotus 3* which tries to combine the good points of its predecessors. Although its presentation's nice, *Lotus 3*'s gameplay is awkward and really doesn't inspire you to play for long. So, there you have it. It's not a bad package — the first two games are good racing sims but the third falls slightly to the wayside. Still, *The Lotus Trilogy* is ideal for anybody who likes to get stuck into a good racing sim.

ROB 83%




It's a green Lotus. Wow. It's slower than the others, though.

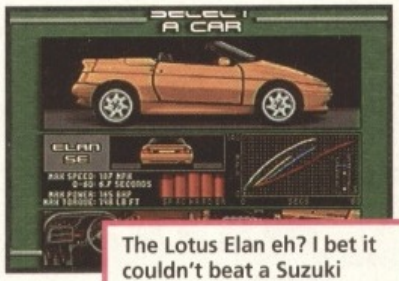
16-BIT

LOTUS

| | |
|---|---|
| STYLE | COMPILATION |
| COMPATIBILITY | ALL AMIGAS |
| NO. OF DISKS | 4 |
| MEMORY | 1 MEG |
| HD INSTALL | NO |
| PLAYERS | 1/2 |
| LEVELS | N/A |
| CONTINUES | N/A |
| EXTRAS | COMPUTER LINK-UP, TRACK EDITOR |
| RELEASE | OUT NOW |




The red one! Cool car. Just look at that acceleration graph go!




The Lotus Elan eh? I bet it couldn't beat a Suzuki Swift 1.3GS in a race!

## GRAPHICS

89%

Excellent on the first two with fast scrolling and detailed cars and scenery, not bad on the third.

## SOUND

85%

A wide variety of tracks to both drive along and listen to! Music select on *Lotus 1* and *3*

## PLAYABILITY

88%

Instantly appealing, and consistently so against a friend. The two-player modes are simply superb.

## LASTABILITY

84%

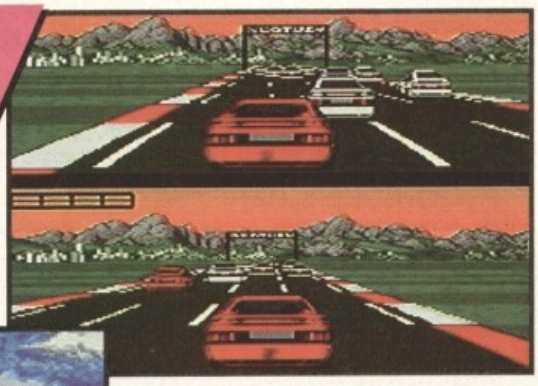
Lots of tracks make for long-term entertainment and there really are loads of 'em...

## OVERALL

82%

The first two *Lotus* games are superb, the third... it's not terrible, just not as playable. Buy *Lotus 1* and *2* on budget instead.

## GY





And the roads at home are really like that, eh?




Pretty intro screens adorn each level start.

it doesn't compare favourably with the first two.

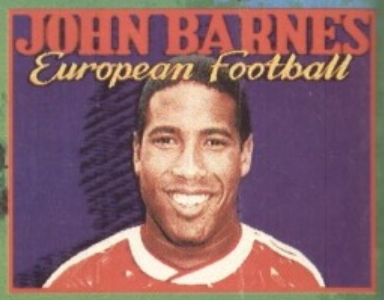
So what's the beef, then? Does *The Lotus Trilogy* present good VFM? Sadly, no. When you consider that both *Lotus 1* and *2* are available on budget — you could get the both of them for under £20 — and the flawed *Lotus 3* is arguably no improvement over either, wouldn't it be wiser to buy the two that count, save the rest of the cash and put it towards something more worthy? Like, perhaps you could send it to me! Look, you know our address. I'll even send you a note saying 'ta, matey' or something. Now you can't say fairer than that, can you...

JAMES 80%

Pity that, in *Lotus 3*, you have to play THIS after them. Great.



# JOHN BARNES EUROPEAN FOOTBALL




**• PRODUCER: KRYSALIS • AUTHOR: IN HOUSE • PRICE: €14.99**

**We sit, huddled, praying for CD32 software... and receive an old soccer game. Still, it's got John Barnes in it and doesn't cost much...**






Time for a substitution. Who's up next?

In football games, the idea is to score loads of goals. No really, it is. Goals are traditionally achieved by moving or passing to a player within shooting distance of an opposing team's goal mouth. The downfall of many soccer games is that scoring is only possible from 'sweet spots' — choice positions that CPU-controlled 'keepers fail to recognise as a threat. Usually, the opposing team do the impossible and score from seemingly any angle — a phenomena unexplained but probably something to do with your goalkeeper being crap, or something. Then there's *Sensible Soccer*, *Goal!* and, grudgingly, the two *Kick Off* games that actually do allow you to play a more life-like game of soccer, where almost any shooting angle can result in a goal.

> "Could have been a fun kick around"

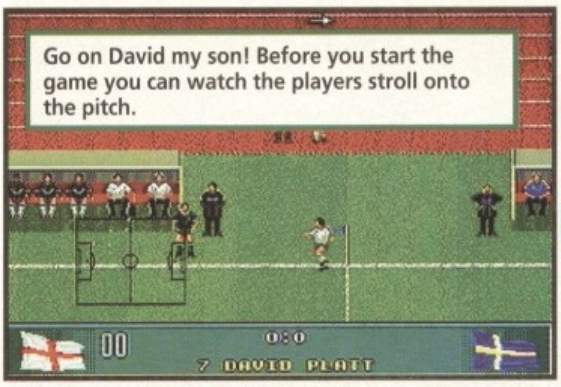
Being a bit of a sad case when it comes to football games (I can't stop playing them), I volunteered to review *John Barnes European Soccer* and, in some ways, I'm glad I did — it's been an unusual experience. Never before have I played a footy game for an hour without scoring, let alone sat down to *review* one under the circumstances. I tried almost every angle, every conceivable sweet shot... to no avail. The computer manages it, because it's got the whole thing sussed — it's all a matter of fooling the goalkeepers. Take a shot at goal and the keeper's reaction is near instantaneous and oh-so-accurate. However, should somebody kick the ball in his direction and it get blocked by another player, he still makes a dive, leaving an open goal for all and his dog to score while the goalie dusts himself off. This is what the computer does, but could I manage it? Pah.

## Long ball tactics

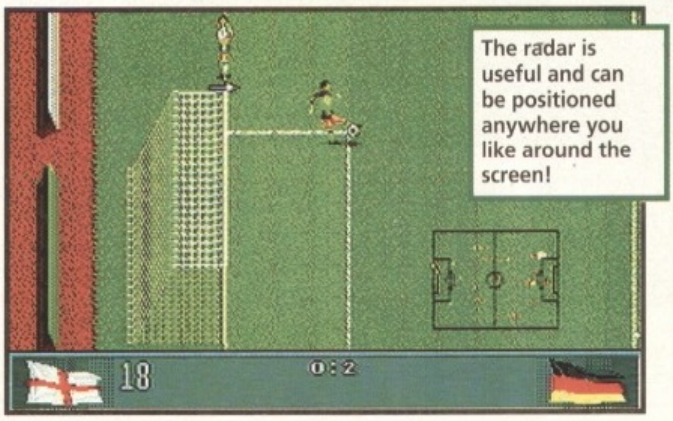
Another flaw is an absence of any serviceable 'pass' movement. You can hoof the ball down the pitch 'till the cows come home (or Rams if you're a Notts County fan) but more often than not there's no team member there to pick it up. Tackling is easy — simply walk into the opposing player or, if you fancy conceding a penalty, there's a poorly-defined slide tackle. Wonderful. *John Barnes European Soccer* could have been a fun kick around with better playtesting and tweaking, but it's the sort of game that, if I were a lesser reviewer, I'd associate openly with a cliché involving parrots, in particular sick ones. As budget soccer games go... well, I've seen worse, let's put it that way.

Hang on, this is a CD32 game, isn't it? I can't finish the review without mentioning something about 'unused capabilities', 'doesn't push the machine' and 'it's the same as the bloody 16-bit version'... you know the score. So do I for that matter. It's six to Sweden with England on a pitiful nil. It's strange that an Amiga football game should be based around John Barnes, surely the most frequently-injured player in English football, but hey — that's licencing for you.

JAMES 50%




Go on David my son! Before you start the game you can watch the players stroll onto the pitch.




The radar is useful and can be positioned anywhere you like around the screen!

| | |
|---|---|
| STYLE | SPORT |
| COMPATIBILITY | CD32 |
| NO. OF DISKS | 1 CD |
| MEMORY | N/A |
| HD INSTALL | N/A |
| PLAYERS | 1-2 |
| LEVELS | N/A |
| CONTINUES | N/A |
| EXTRAS | TOURNAMENT, INDIVIDUAL OR TEAM CONTROL |
| RELEASE | OUT NOW |

## GRAPHICS

**78%** Fairly well-defined sprites and pitch, but sparse presentation — and no FMV intro!

## SOUND

**60%** Pardon? I'm sure there *was* some sound, but as I can't recall it, it can't have been that good...

## PLAYABILITY

**46%** Infuriating, under-playtested and awkward... oh, and scoring goals is near impossible.

## LASTABILITY

**65%** Strangely, this is where *JBEF* wins out. It *is* challenging, for those patient enough to stick with it.

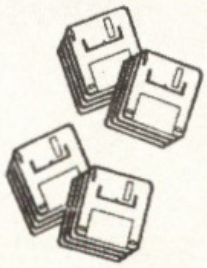
## OVERALL

**50%**

In the USA they're starting a full-time soccer league and widening the goal for higher scores: I can almost see their point...

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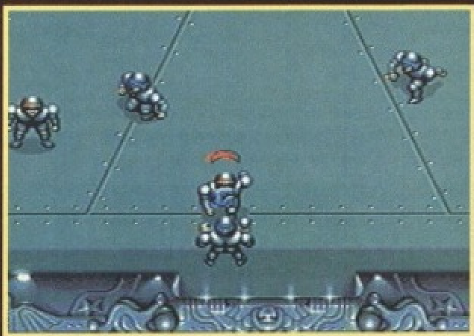
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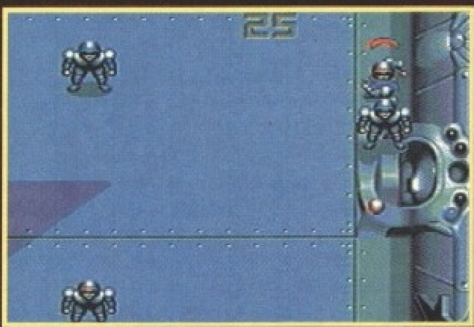
16-BI

• PRODUCER: KIXX • AUTHOR: THE BITMAP BROTHERS • PRICE: £9.99

**Kick the ref senseless, smash the ball boy in the mouth and duff up the opposing goalkeeper. Are future sports cool or what?**











GOOOAA AAAL! That's 1-0 to blue team… or is it the reds? Oh, who cares? Just gerron with the game.

If this were real I'd sure go an' watch it! Speedball — an indictment of civilisation's decline in moral standings mirroring the fall of Rome into decay and debauchery? Or simply an observation of society's downward spiral from an independent viewpoint, perhaps?

Nah. Head-punching — that's what it's all about. Imagine a future in which no one goes down to the 'traditional' footy of a current Saturday afternoon. Speedball's where it's at — a game with no rules. The idea's to score points in (almost) any which way you like. Most are scored by throwing the ball into the opposition's goal (situated at each end of the arena) or by hitting special point boosters. Scores can be increased by gaining control of two point multipliers, situated adjacent to each other on the wall halfway along the pitch. Throw the ball through once and all further scores are increased by 50%; hit a second time and the boost goes up to 100%. If the other side gain control, it's possible to throw the ball at it to cancel the bonus; the opposite also applies. Additional points are gained for inflicting serious injuries on opposing players. Each player has an energy meter which depletes each time he's hit. Coins and icons appear randomly on the playfield. Coins are spent on team improvements between matches while in-game icons have a number of functions — some temporarily reverse an opponent's joystick during a two-player game, some teleport the ball straight to your centre forward, but my personal fave decks the entire opposing team.

**"Head punching — that's what it's all about!"**



## Brutal sports

Two-player games are available with matches taking place over two legs, but there's also a whole host of one-player options.



**"This Bitmaps bargain's worth its weight in gold!"**

Like *Speedball 2*, me. It's infuriating, addictive, challenging, looks good and has a two-player option. What more could you expect from a game? Its only real rival in its field is the gory *Brutal Sports Football* — which, admittedly, I prefer as it's got more blood and rabbits in — but for a budget price, this Bitmaps bargain's worth its weight in gold. Possibly its most impressive aspect is that individual players *are* individuals, improving as time passes (and cash is spent), so it's always a bummer when a star centre forward gets stretchered off. Still, I don't let it get me down as my Amiga's right by my window, so I can lean out and vent a little frustration by throwing rocks at passing tourists.

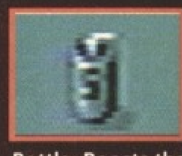
You too could enjoy *Speedball 2* as much as I do. I advise you toddle off to the shops right now and buy it — it's class.

JAMES 88%

## HANDY ICONS T



Shades: Increase players agression.



Bottle: Boosts the old stamina.

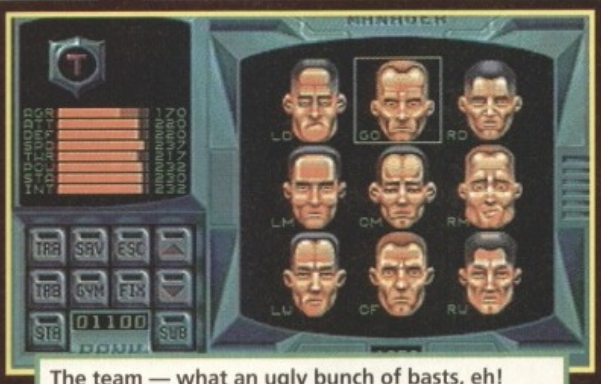


Boot: Collect for extra speed.

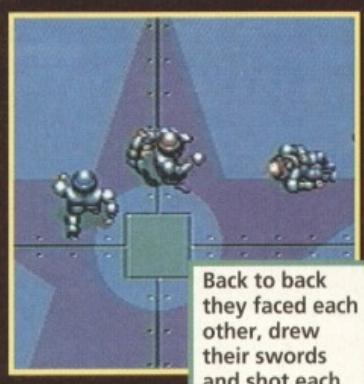


Chest plate: More barge resistance.

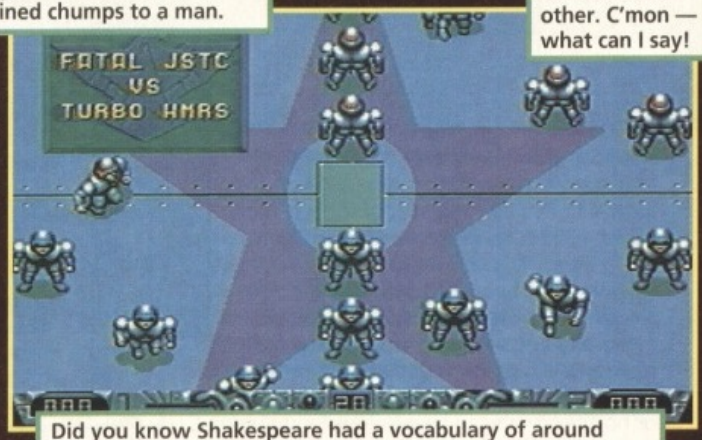
# ALL 2



The team — what an ugly bunch of basts, eh! Square-jawed, high hairlined chumps to a man.



Back to back they faced each other, drew their swords and shot each other. C'mon — what can I say!




Did you know Shakespeare had a vocabulary of around 17000 words? The average these days is about 11000 — cor!

The one-player game puts you in control of 'Brutal Deluxe' — the worst team in Speedball history, kind of like a 21st century West Bromich Albion. From here you can play a knockout competition playing against progressively tougher teams 'til you lose. There's also a cup option played over four two leg rounds but the main challenge is in the full league. In this, Deluxe begin in division two with their eventual aim being to win promotion and go for the title. Should you prefer you can elect to manage the team, buy and sell players and let the computer handle events on the pitch. Now, hang on a mo...

... Ah, crash me another ten minutes lads, I'll finish the review in a second... ha! Stitch that ya funk wit! What makes *Speedball 2* so addictive is its frenetic pace. It's full-on from start to finish with hardly a moment to breathe. This doesn't mean it's a no-tactics free-for-all; skilful passing, manipulation of on-court devices and, most importantly, gaining control of the points multiplier call for a measure of method amid the manic madness.

I must say the management option's a bit pointless, though. The fun's in the game and its challenge will keep solo speedsters happy for ages. With this in mind, the superb two-player mode just serves as the icing on the cake and provides a great alternative to *Sensible Soccer* for head-to-head action. *Speedball 2*'s a not-to-be-missed experience at an unmissable price.

MILES 90%

## HELP YOU WIN!



Gloves: Improve throw accuracy.



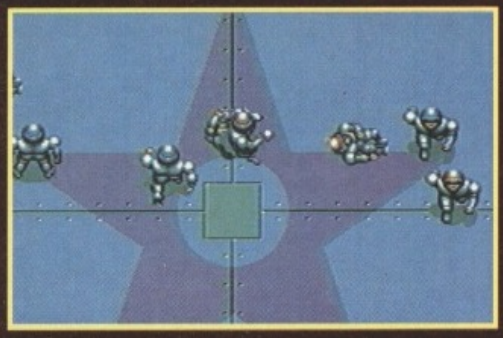
Power Elbow: Stonger throws.



Helmet: Increases player intelligence



Shoulder Pad: Barge strength.






| | |
|---|---|
| STYLE | SPORT |
| COMPATIBILITY | ALL AMIGAS |
| NO. OF DISKS | 1 |
| MEMORY | 512K |
| HD INSTALL | NO |
| PLAYERS | 2 |
| LEVELS | N/A |
| CONTINUES | NONE |
| EXTRAS | NONE |
| RELEASE | OUT NOW |

## GRAPHICS

**90%** Recognisably Bitmap Bros with smooth scrolling and a superb metallic sheen.

## SOUND

**88%** Good samples add atmosphere with jarring cries as players clatter into each other.

## PLAYABILITY

**92%** Non-stop action right up to the final whistle with plenty of bonuses to keep up interest.

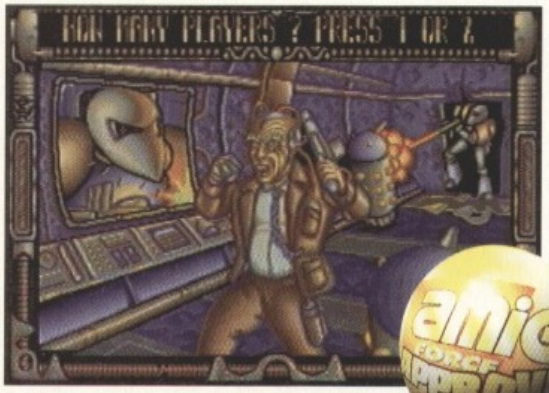
## LASTABILITY

**89%** The computer offers a considerable challenge and the two-player option gives serious extra appeal.

## OVERALL

**89%**

Arguably the best two-player this side of *Sensible Soccer* and right royal raver to boot.




● PRODUCER: BUZZ ● AUTHOR: TEQUE ● PRICE: £9.99

# LASE SQU







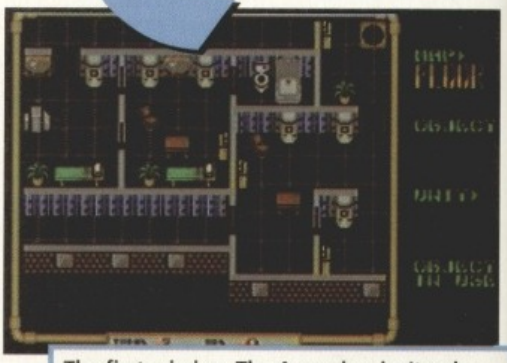
## What's small, pink, and hangs out your underpants? Your mum. Look, sorry, but how *do* you introduce one of the best strategy games ever, now on re-release?



There are strategy games, and then there's *Laser Squad*. Despite its mere five missions, awful graphics and mediocre in-game music — which, thankfully, can be turned off — it's easily one of the most compulsive war games ever. Here's how it works...

Each scenario begins after equipping relevant team members with armour and weaponry, from a fairly impressive selection. Deployment follows, with the player being able to place troops in certain areas, depending on the selected mission. Following this is the 'action', so to speak, where turns are taken to move characters and perform various actions.

Sounds like standard stuff so far, right? *Laser Squad*'s bare bones are traditional strategy game material, but it's features such as line of sight, the 'action points' system and an instinctive control method that make it something special. Like real-life vision, if a character isn't facing in the general direction of something, he can't see it. Similarly, walls obscure views. Obviously, blanking out over half the screen would make the viewing window messy and unpleasant to the eye, so basic scenery is always displayed. If a character peers through a window any usable objects or hostile troops can be seen, while blowing up a wall, logically, exposes anyone (or anything) hiding behind it.



The first mission, The Assassins, isn't only the easiest, it's arguably the most enjoyable: almost everything can be blown up...

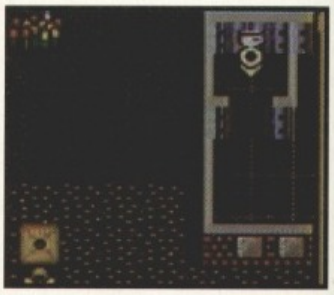
### About time, too

The action points system isn't a new one, having been designed by *Laser Squad*'s developer many moons ago and used in a few noteworthy 8-bit titles. In classic board game style, sides take turns to move. Each character has an allocated amount of points, depending on individual statistics, the weight of objects held and their current health status. Every available action costs a certain amount of points — opening a door may take five, while picking up an object could need seven. Obviously, careful thinking's required lest troops be left stranded in a vulnerable position with no points remaining; sure, firing three Heavy Laser shots takes three, but if you have to load the thing first, there are approximately eight other points to be spent as well.

**"In two-player mode, it's one of the best games ever"**

*Squad*'s control method's pretty good, too. Selected troops can be rotated, moved forward, backward... but all at a cost, remember. With no-one





Possibly the least interesting shot this issue — nice one, Rob, while above: hiding in toilets isn't advised.



**"The sense of real-time strategic combat is overwhelming"**

Being possibly the best 8-bit game ever, I was expecting Amiga *Laser Squad* to be something quite spectacular. That said, when it was first loaded up a smidgen of disappointment manifested itself about the office. Graphically the game's as near as damn it identical to the Spectrum version, but after a few minutes play any doubts fell away. Even though it's played almost as a board game, with players taking turns to wibble their troops about, the sense of real-time strategic combat is overwhelming. Trouser-filling excitement's rife as you edge your team down blind corridors not knowing what lurks round the next corner, thanks to the innovative 'hidden movement' system.

Five vastly different missions, each with numerous skill settings, mean the CPU will take some beating but if you can stand turning away during the other person's go there's near endless scope for two-player conflicts.

MILES 93%

# RAD




Wahey! A shot with troops in. Basically, they're a sterling bunch, even if they do look a bit Spectrumy.

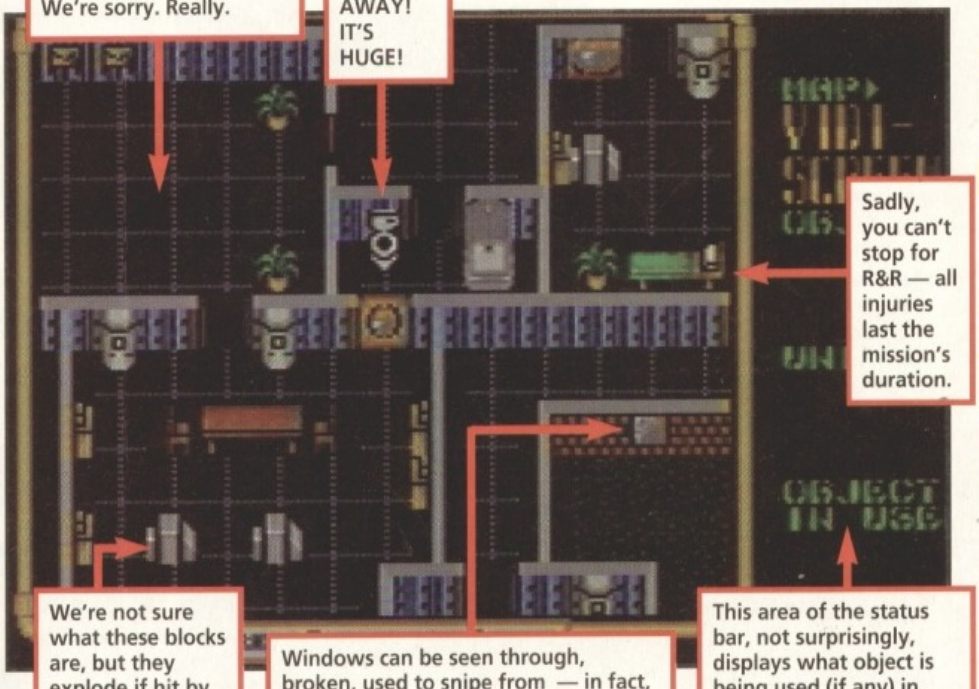


Some walls. Plants. Trees. I wonder what kind of pants Laser Squad troops wear? Hmm...

selected, moving the joystick scrolls the level map around, allowing you to see where your troops are, and have a bit of a nose around. Gunfights are just as easily controlled, though far more fraught — this is where *Laser Squad*'s RPG down-to-the-dice throw leanings come into play. After selecting 'fire' from the appropriate menu, the screen blacks out everything but solid scenery and characters. Moving the cursor to the required target's all very fine and well, but if the cheaper 'snap shots' are chosen in favour of the more expensive aimed shots, there's a far bigger chance of a miss.

It's strange, but despite rabbiting on about *Laser Squad* for the best part of 500 words, I reckon I've hardly explained half of what it has to offer. You can call me crap, a poor journalist, whatever you want, but I defy anyone to accurately convey just how great it really is on paper. In two-player mode it's one of the best games ever, and its five missions, although seemingly few, are challenging — above all, it's a fun game. Now *there's* a word you don't usually see levelled at war games — and also why I don't usually play them...

**JAMES 92%**




This is a floor — but onto more pressing matters. The next caption involves a toilet so, predicatably, there's a joke about poo. We're sorry. Really.

Heh heh. It's a bog, And... AW GOD! RUN AWAY! IT'S HUGE!

Sadly, you can't stop for R&R — all injuries last the mission's duration.

We're not sure what these blocks are, but they explode if hit by the more powerful firearms.

Windows can be seen through, broken, used to snipe from — in fact, they're a real tactical gem...

This area of the status bar, not surprisingly, displays what object is being used (if any) in that square. If it's a live grenade, get running.




| | |
|---|---|
| STYLE | STRATEGY |
| COMPATIBILITY | ALL AMIGAS |
| NO. OF DISKS | 1 |
| MEMORY | 512K |
| HD INSTALL | NO |
| PLAYERS | 1-2 |
| LEVELS | 5 |
| CONTINUES | NONE |
| EXTRAS | SKILL LEVELS, SAVE GAME |
| RELEASE | OUT NOW |

## GRAPHICS

**42%** Awful. To say they're 'merely functional' would be the understatement of the month.

## SOUND

**53%** Basic sound effects, tiresome tune... makes Radio One FM seem like pleasurable listening.

## PLAYABILITY

**90%** Superbly designed and a joy to play. Who says strategy games can't be simplistic and fun?

## LASTABILITY

**93%** Many skill levels for one player to dote over, but it's *Squad*'s two-player mode that really excels.

## OVERALL

**93%**

One of the best strategy games ever — despite terrible presentation, graphics and sound, it's a game even ardent arcadesters will enjoy.

PRODUCER: CODEMASTERS • AUTHOR: THE OLIVER TWINS • PRICE: £29.99

# FANTASTIC DIZZY

16-BIT




**He's appeared in more Amiga games than any other character, he wears dinky little red boots and will easily crack under stress. Who is he? Who cares?**



Oh darn and flip! Dizzy is here again in another crazy adventure, so hide your egg mayo sandwiches and put your puzzling head on. *Fantastic Dizzy* is the little egg's biggest adventure yet and incorporates ideas from many of the earlier Amiga outings.

This adventure was originally created for the consoles, starting out on the Nintendo Entertainment System and then being converted to the Sega Mega Drive. With console games selling for up to £50 Codemasters couldn't create just another Dizzy adventure. They had to incorporate extra elements to make the game worth buying. And now, ironically, it's been converted back onto the Amiga again!

> "Dizzy has only been blessed with two measly lives!"

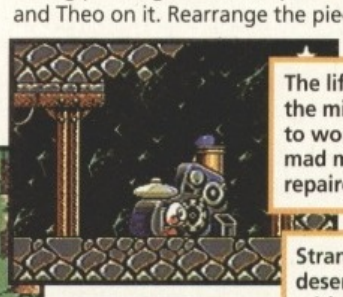
Thanks to those dodgy Nintendo and Sega consoles we now have the definitive Dizzy adventure. It's set in the land of Zakeria — a magical kingdom ruled by the evil wizard Zaks. This nasty piece of work has put a spell on all the creatures in the kingdom, turning snails and butterflies into potential killers and rendering all Dizzy's friends and neighbours, known as The Yolk Folk, helpless. The cad even imprisoned Dizzy's girlfriend Daisy in his castle — for a laugh!

In this kingdom there's The Yolk Folk's tree house village, a diamond mine, cloud castle, village, pirate ship and dragon's lair all ready to be explored. Objects are scattered around each section and can be picked up and used in other locations. Only three items can be held at a time though so quick decisions have to be made regarding what to keep and what to drop. Around every corner there's a new character for Dizzy to chat to. Shamus the leprechaun, Blackheart the pirate and Theo the good wizard are just a selection. They all need some puzzle solving or task completing to get them on Dizzy's side.

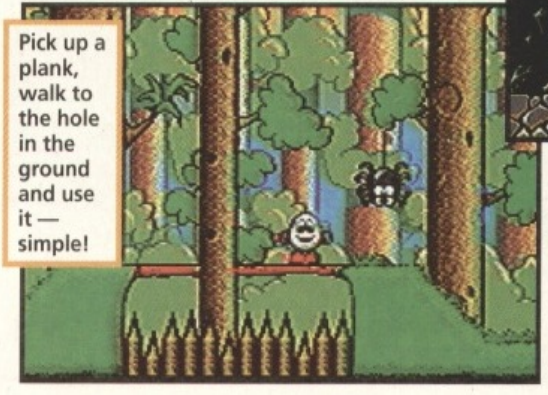
## You must be yolking!

The basic levels of *Fantastic Dizzy* are pretty much like any other Dizzy game, from *Treasure Island* through to *Prince of the Yolkfolk*. It's the sub-games and sheer scale of the adventure that makes this stand out from the crowd. By exploring down the diamond mine Dizzy can jump into a mine cart and go for a ride through a maze of tracks, visit the troll castle and the game becomes a shoot-'em-up using a crossbow and get on the wrong side of Blackheart and Dizzy is made to walk the plank, then having to escape the murky depths by jumping from bubble to bubble.

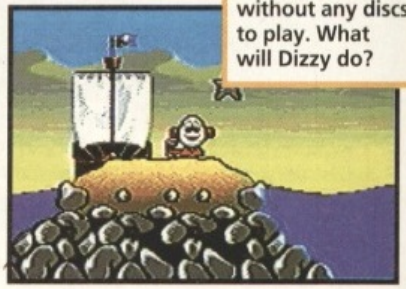
And all this with only two lives! Yes that's right. Dizzy has only been blessed with two measly lives to complete this adventure. Luckily extra lives can be won by finding a sliding puzzle game with a picture of Dizzy and Theo on it. Rearrange the pieces and



The lifts down the mine refuse to work until this mad machine is repaired.



Pick up a plank, walk to the hole in the ground and use it — simple!



Stranded on a desert island without any discs to play. What will Dizzy do?



> "All manner of amusing cartoonesque scenes"

I like my eggs poached gently in a frying pan of water for about ten minutes, served on lightly toasted bread and spiced with white pepper — Mmm. I certainly don't like my eggs running round the bloody place collecting things and getting into all sorts of scrapes. Call me old fashioned but I think they should sit in their little containers and do nothing else other than taste nice with cress. But I suppose there's very little you can do when the egg in question calls himself Dizzy and becomes a local hero. For anyone who's heard of Dizzy, but never played the games, *Fantastic Dizzy* will be a brilliant new experience full of puzzles and platforms that will amaze you for ages. Those familiar with the other Amiga Dizzy games will still find this fun to play but might recognise many of the elements.

In true Dizzy tradition the graphics are colourful, fun and really add to the games cool image with all manner of amusing cartoonesque scenes. Music adds another fun element to the game with many a bubbly tune playing in the background as the eggy lad hops, skips and jumps through the adventure. *Fantastic Dizzy* is lots of fun for fans of puzzles, platforms and chicken things in nests.

ROB 84%

Theo will cast a magic spell duplicating the little egg.

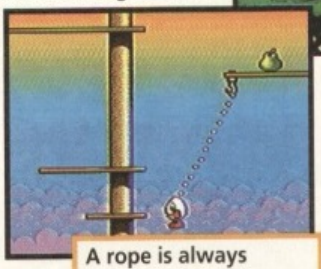
Playing the game I couldn't help noticing all the neat touches that have been added to create a fun game playing environment. As Dizzy strolls through each section and time passes by the sky gradually changes colour and it becomes night time — and if in the town you'll see the streets lights come on! Falling from a great height will make him sit dazed for a while and there's even an underwater animation for drowning — nice!

There's only one thing that stops *Fantastic Dizzy* being a gem of a cartoon adventure — the lack of any password or save game option. It'll take days to complete with all the unpredictable elements and having to start from scratch each time you die soon tarnishes any addictive qualities it might have had. The presentation is excellent, visually it's stunning and the music isn't as annoying as some games I could mention. *Fantastic Dizzy*'s a great game and certainly provides a challenge for newcomers to the Dizzy series and experts alike. It's just a shame about the lack of passwords.

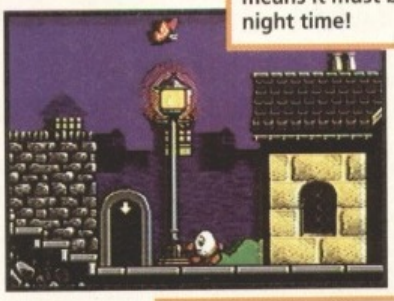
NICK 88%



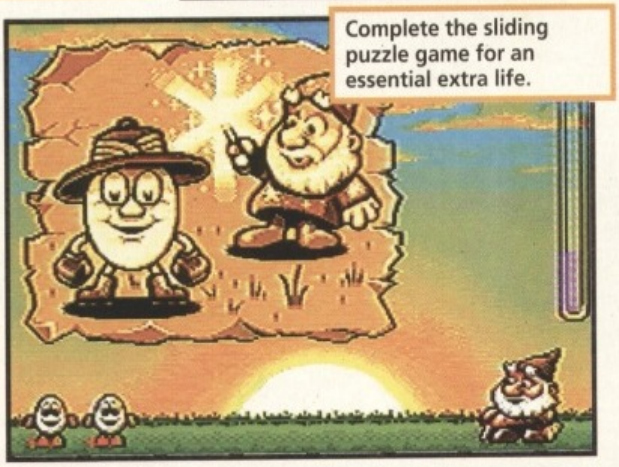
Cool backgrounds and amusing animation make Dizzy lots of fun.



Ooo look — the street lights have come on. That means it must be night time!



A rope is always handy for reaching those awkward platforms.



Complete the sliding puzzle game for an essential extra life.




| | |
|---|---|
| STYLE | ADVENTURE |
| COMPATIBILITY | ALL AMIGAS |
| NO. OF DISKS | 2 |
| MEMORY | 1 MEG |
| HD INSTALL | NO |
| PLAYERS | 1 |
| LEVELS | MULTIPLE |
| CONTINUES | NONE |
| EXTRAS | MANY SUB GAMES |
| RELEASE | OUT NOW |

## GRAPHICS

**90%** A fun cartoon style with lots of colour and animation. Slick and professional.

## SOUND

**84%** Jolly music with different tracks for each section. The sound effects aren't up to much.

## PLAYABILITY

**88%** Dizzy games are simple to control but some sections will need some practice to complete.

## LASTABILITY

**89%** Lots of puzzles and sub-games to play. The lack of a password system may try your patience though.

## OVERALL

**86%**

The greatest *Dizzy* game of all time. Cool graphics make it a joy to play. A password option would've made it unmissable.

## ALTERNATIVELY

Fantastic Dizzy is basically a cocktail of other Dizzy adventures from the Amiga and 8-bit home computers. They're all covered in the Codemasters feature over on page 16 but here's how to create your own *Fantastic Dizzy* adventure from older releases...

### MINE CART RIDE



The mine cart ride in *Fantastic Dizzy* can also be found in the earlier game *Spellbound Dizzy*. Available on budget this is a cheaper alternative to the new adventure.



### BUBBLE ESCAPE



When the nasty pirate makes Dizzy walk the plank he must escape the murky depths by bouncing from bubble to bubble — exactly like the game *Bubble Dizzy*!



### TREEHOUSE VILLAGE



Every Dizzy game ever has had a treehouse village section. Funny really — the Yolkfolk must move house a lot because they're all different!



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| **The Wind In The Willows** | **13.99** |
| **The Three Bears (5-10)** | **13.99** |
| **Wizard of Oz (6+)** | **13.99** |

### JOYSTICK & ACCESSORIES

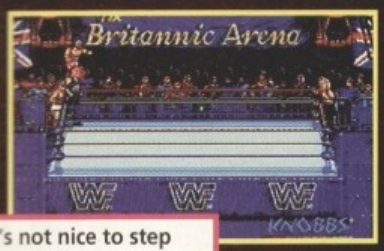
| | |
|---|---|
| Addup 3.5" Disk Box (80 Capacity) | 6.99 |
| Addup 3.5" Disk Box (40 Capacity) | 4.99 |
| Analog Adaptor | 4.99 |
| Cheetah 125+ | 7.99 |
| Competition Pro Extra | 14.99 |
| Gravis Advanced Switch Joystick | 22.99 |
| Gravis Gamepad | 15.99 |
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| Quickjoy Jetfighter | 11.99 |
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| Suncom Analog Joystick Adaptor | 4.99 |
| Suncom Slik Stick | 5.99 |
| Suncom Tac 2 | 7.99 |
| Wico Analog Joystick Adaptor | 4.99 |

### 3.5" BLANK DISKS

| | TDK/VERBATIM (BOXED) | | PRECISION (BOXED) | | UNBRANDED (BOXED) | |
|---|---|---|---|---|---|---|
| | LOW | HIGH | LOW | HIGH | LOW | HIGH |
| 10 | 7.99 | 9.99 | 6.49 | 7.99 | 5.99 | 6.99 |
| 20 | 14.50 | 19.50 | 11.99 | 15.50 | 10.99 | 13.50 |
| 50 | 35.00 | 47.50 | 26.00 | 37.50 | 23.99 | 32.50 |
| 100 | 65.00 | 95.00 | 49.99 | 72.99 | 44.99 | 62.99 |
| 200 | 125.00 | 190.00 | 94.99 | 141.99 | 83.99 | 121.99 |
| 500 | 300.00 | 470.00 | 219.00 | 350.00 | 199.99 | 287.50 |
| 1000 | 580.00 | 930.00 | 419.99 | 680.00 | 369.99 | 550.00 |

### 3.5" RECYCLED - LOOSE

10 ....4.50 20.....8.50 50.....17.50 100.....35.00

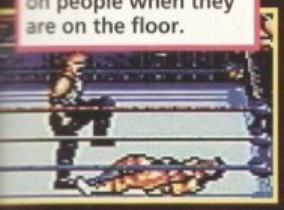



# WWF EUROPEAN RAMPAGE TOUR

16-BIT




It's not nice to step on people when they are on the floor.



**• PRODUCER: HIT SQUAD • AUTHOR: OCEAN • PRICE: £9.99**

| | |
|---|---|
| STYLE | BEAT-'EM-UP |
| COMPATIBILITY | ALL AMIGAS |
| NO. OF DISKS | 2 |
| MEMORY | 1 MEG |
| HD INSTALL | NO |
| PLAYERS | 1/2 |
| LEVELS | N/A |
| CONTINUES | 2 |
| EXTRAS | NONE |
| RELEASE | OUT NOW |



**Pretty make-up, nice hats and interesting hair-dos. Either this game's about a day out at Ascot races or those nice men of the WWF!**

Blimey! If there's one thing that makes me angry it's fat bullies in leaotards that think they can just come up to you and throw you around the place for fun. Mind you, that's really what wrestling's all about so I shouldn't complain. In the latest WWF release from Hit Squad you can pick a tough wrestler and develop a varied selection of wrestling moves all from wiggling the joystick in a variety of different ways.

The idea of the game is to travel with the tag team throughout Europe, hopefully winning a series of gruelling tag team fights against ominous opponents with names like The Nasty Boys and Natural Disaster. The goal of the game is to reach the dreaded twosome affectionately known as the Legion of Doom featuring the hardest wrestlers in the game.

> "The all-important gameplay's a joke"

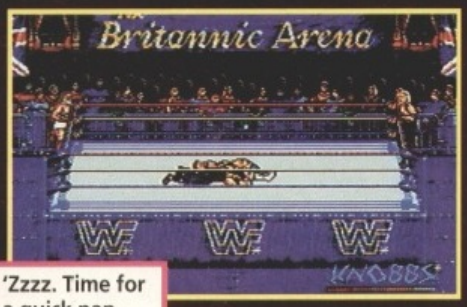
## All the right moves

It takes lots of skill to perform the moves that can render these mad men of Europe helpless. There's a selection of defensive moves such as blocking and running away(!), the other moves are bone-crunching attacks such as Arm Locks, Arm Twists, Elbowdrops, Dropkicks, Stomps and Headlocks.

Unfortunately, the thing about *WWF* is that it doesn't live up to its tough image in gameplay and visuals. Everything about it seems weak and uninspired. Okay, games based on wrestling are never the most pleasing to play but this really takes the biscuit. Visually, the fighters are rather blocky and lack detail and colour leaving it a bit bland to look at. The all-important gameplay's a joke, working out some of the moves is near impossible to do, even after probably a couple of weeks solid playing (if your brain cells last that long). The sound's sparse — or just plain rubbish, the odd bit of sampled speech is OK, but there's just not enough of it.

All in all the guys in WWF European Rampage Tour might as well stop at home, save their energy and watch Sesame Street with their feet up — giving up Wrestling for good.

ROB 43%




'Zzzz. Time for a quick nap before the fight. Did you set the alarm clock Mr Knobbs?'



This nice young man in a suit and tie looks like he's never been anywhere near a WWF ring in his life. Come on — get wrestling!



It's the Hulk! But why isn't he green with a ripped shirt?



'Ooo, I think you poked me in the eye then, you beast!'

## GRAPHICS
**39%** Weak, and bland, not the sort of thing you'd expect in a wrestling game.

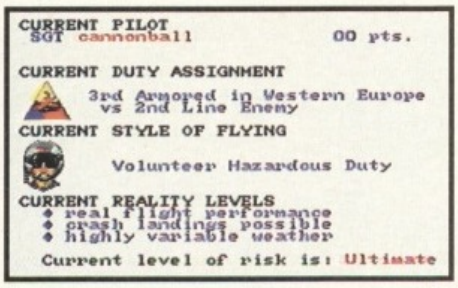
## SOUND
**41%** Nice sampled speech, boring music and very little of it.

## PLAYABILITY
**43%** Loads of moves to perfect but it's just as easy to stick to one throughout the game.

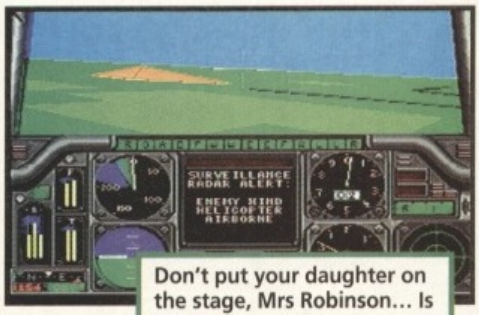
## LASTABILITY
**38%** Your arm will soon get tired of performing the moves and you'll get tired of the game before that!

## OVERALL
**40%**

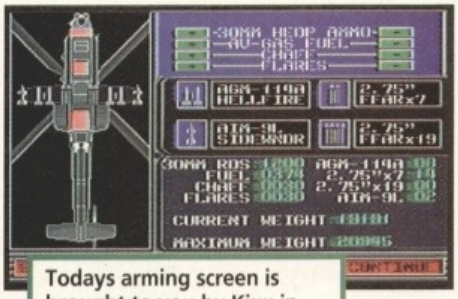
Fans of the WWF Wrestlers might enjoy a couple of games but they'll soon get bored — even at the £9.99 price tag!




Ultimate difficulty level — oi reckons it be toime to rock.



Don't put your daughter on the stage, Mrs Robinson... Is that a mountain? Eek!



Todays arming screen is brought to you by Kixx in association with Diet Coke.



**A bit of a classic as simulations go...**

I'll let you into a secret. You see, when Miles came for his interview at Impact Magazines, he was asked to write a review of a game. That game was *Gunship*. Several months later while working for COMMODORE FORCE (a top mag, in case you hadn't heard) Miles reviewed *Gunship* again. And now...

Well, Gunship for the Amiga arrived in the office a few days ago, and dutifully we loaded it, sat back and watched. The first comment was 'it's the same as the C64 version'. Other remarks were aimed at its age — it *is* getting on a bit.

*Gunship*'s a bit of a classic as simulations go, but why is it a Kixx XL game (ie expensive)? Haven't they wrung enough money out of it by now? In fact, hasn't it been re-released before at a normal budget price?

Sod it — I can't be bothered to write or moan any more about *Gunship*, or any other over-priced budget games for that matter.

JAMES 75%

- **PRODUCER: KIXX XL**
- **AUTHOR: MICROPROSE**
- **PRICE: €12.99**




Regard! Voici mes pomme de terres, c'est tres bon, oui?

# GUNS

16-BIT

**In days of old there was much squabbling as to who would do what and when, until someone eventually came up with the idea of a rotor system. Later the same idea was applied to helicopters.**



Take a gun, a ship and a sprig of broccoli, drop them all in a large cauldron and what do you get? Erm... a boat, a shooter and a bit of veg in a pot actually. How am I going to write this intro without using the word 'chopper' — bugger! The problem is it's a flight sim and therefore contains no plot, story or other interesting background to witter on about. Hmm, let's start with the box and see what you actually get for ya money. Lid off, and... aha — the manual. A petite affair by Microprose's current standards but nevertheless crammed with more technical info than most could swallow in one go. The great thing is, most of it can be applied to the game. There's handy hints on strategy, enemy defensive tactics and tutorials on how to perform various flight manoeuvres such as autorotation — a natty way of landing safely with no engines. Then there's profiles of the four regions of combat included in the game and all sorts of other guff besides.

Now, what else do we have in the magic box? Well blow me down with a tortoise if it's not a technical reference manual, a technical reference manual. A sort of condensed version of the beginners tutorial contained in the manual giving brief descriptions of all keyboard commands.

Next up, WAYHEY! Keyboard overlay! A600 owners are gonna have to remember all those controls though cos only A500 and A1000 overlays are included.

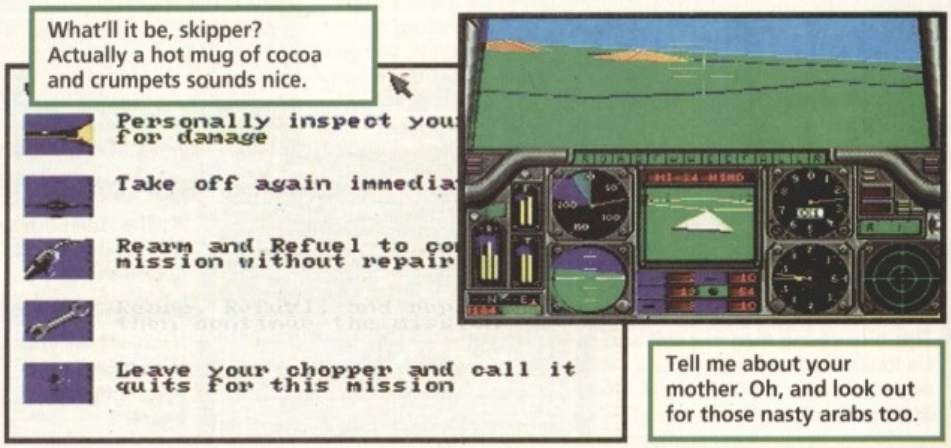
Okey dokey, now for the most important items. The floppies, yippee! Only one disk, crumbs. Well at least swapping won't be a prob.

**It retains the playability that made it a classic**

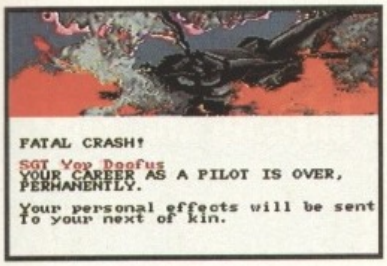
**Ops Document 101/A Mission Debrief**

Past experiences came back as if to haunt me as I took to the air. Previous assignments to units Spectrum and C64 appearing not far removed from the 16-bit incarnation with wire frame detail and update primitive and slow respectively. Visual comparison to modern operational aircraft does not compare favourably but still the old soldier handles well enough to ward off the challenge of solid polygons and incoming multiple exterior views. Counter measures to more modern generic pre-requisites include effective random mission generator and rapid access time. No poxy waiting ten minutes while the drive buzzes away to itself only to be presented with an 'Insert disk 14' message.

What'll it be, skipper? Actually a hot mug of cocoa and crumpets sounds nice.




Tell me about your mother. Oh, and look out for those nasty arabs too.

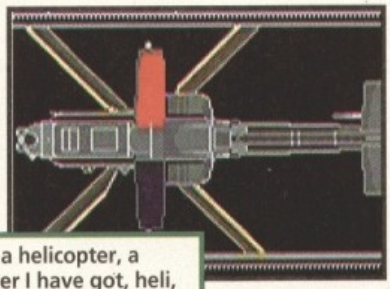





What's going on here? Hey — helicopters can't fly upside down! Miles must be one helluva pilot.

# HIP





I've got a helicopter, a helicopter I have got, heli, heli, heli, helicopter. Tra la!

As you'd expect, there are medals to be won, ranks to be climbed and finicky superiors to rollock you if you screw up. Start off as a lowly sergeant and work your way up to Colonel. Four theatres of action are available ranging from picking off ill-equipped peasant fighters in Asia to battle-hardened Ruskies in Europe plus a gunnery training range in the States.



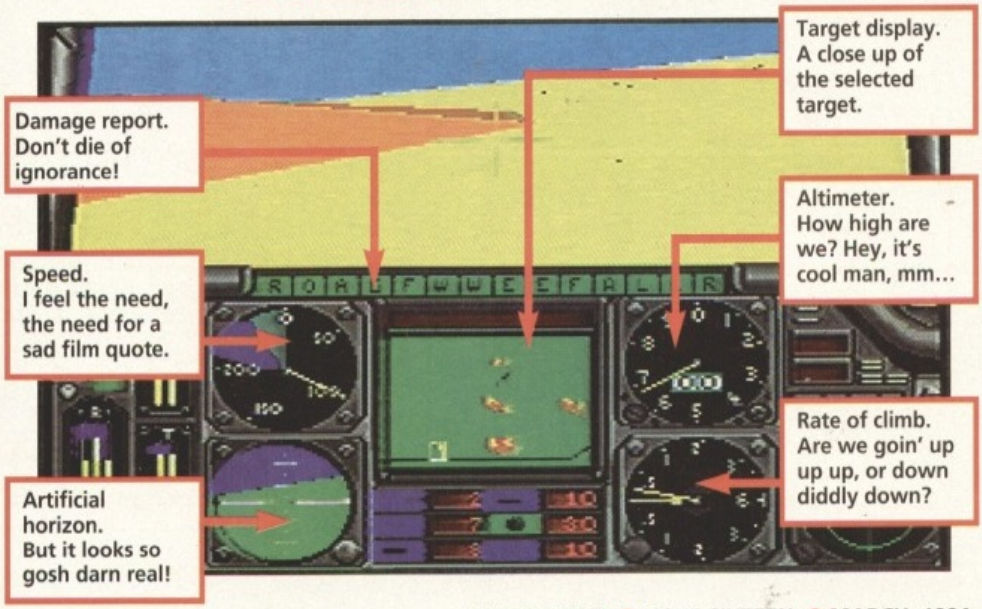

Hurray — home again. Another day of baddy-bashing's over. Anyone for a spot of tea?

In fact I could natter on for the rest of the review about features and stuff but where's the point? You've gotta remember *Gunship* started out eight years ago on the 8-bits and what were original and revolutionary ideas back then come as standard kit with modern sims. Still, it retains the playability that made it a classic. The problem, I suspect, will be for people to look beyond the shoddy (by today's standards) aesthetics. Even then it's not a game that'll appeal to everybody but anyone with an interest in flight simulators should definitely check it out.

"Sir, do you think this hat is really me?" "Chuckle, yeah, right, ho ho ho!"




**MILES 75%**




| | |
|---|---|
| STYLE | SIMULATION |
| COMPATIBILITY | ALL AMIGAS |
| NO. OF DISKS | 1 |
| MEMORY | 1/2 MEG |
| HD INSTALL | NO |
| PLAYERS | 1 |
| LEVELS | N/A |
| CONTINUES | NO |
| EXTRAS | SAVE GAME |
| RELEASE | OUT NOW |

## GRAPHICS
**60%** Bland wire frame shows its age but does the job — there's plenty to take your mind off the visuals anyway.

## SOUND
**40%** An appalling rendition of 'Flight Of The Valkyrie' greets you and from there on it's downhill.

## PLAYABILITY
**79%** Surprisingly easy to get up and flying despite the daunting number of keyboard controls.

## LASTABILITY
**70%** Showing its 8-bit ancestry — modern simers might want a bit more variety.

## OVERALL
**75%** Dated flight sim but plays well enough to compete with many of today's contenders.



Collect the eye icons to kill everything on screen.

• PRODUCER: HIT SQUAD • AUTHOR: DINAMIC SOFTWARE

# RISKY WOO

16-BIT

**Didn't your mother ever tell you not to go into the woods alone? It's good advice — they're full of traps, deadly enemies and icky stuff all over the floor!**



What I'd like to know is where was the ruddy County Council when the enchanted Risky Woods were spoilt by the evil Lord of Darkness, Draxos? The former inhabitants of this tranquil place were a group of meek but powerful monks who had sworn long ago to protect the woods and all who lived in them.

Unfortunately the so-called powerful monks weren't nearly strong enough to defend themselves from the dark forces of Draxos, who turned the holy fraternity into stone. Unless the monks are turned back to their former selves, Risky Woods and the rest of the land is doomed to dwell in darkness, evil and loads of other bad things, eek!

The story gets more and more desperate, as if things weren't bad enough. Even the bravest warrior failed in his mission to save the monks. So this is where us gamesplayers step in, playing a character called Rohan, a young willing and able warrior ready for action in the enchanted woods. Because he's only a novice at the ways of the sword and all that stuff, Rohan's only armed with small, rather inadequate throwing knives to protect himself. The main aim is to rescue the monks hidden on each level, to do this they must be released from their stone overcoats by blasting them until the stone cracks. Once this is done, it's off to the next level.

> "Fails to hold your interest"

## Monk-eying around!

This all sounds very straightforward, but before all the monks can be found Rohan must make his way over dangerous terrain filled with all sorts of nasty pitfalls and nasties to destroy. These foes come in all shapes and sizes, like skeletons, banshee type winged things and fire-spitting dragons. Destroy an evil being and a golden coin will appear which can be collected and kept for buying weapons later in the adventure.

There are other items to collect that appear in huge treasure chests. Some will help in the quest but others will hinder by putting the hero to sleep or reducing much needed energy, leading to death.

The main thing you notice when playing *Risky Woods* is that the game is frustratingly tricky, even on the first level. Although this might put many people off, I persevered for a while. With a good joystick and determination it's still very hard going and not particularly addictive. As far as the visuals go, everything's very colourful and detailed which helps to distinguish the good from the bad. Sound and background music is OK but a little on the boring side.

There's lots to fight and pick up in *Risky Woods* but with its uninspired scenario and infuriating gameplay it fails to hold your interest and leaves you with a full head of hair.

ROB 63%




This bloke doesn't have much meat on him — perhaps he's a vegetarian!

> "...all the sex appeal of a night with Muffin the Mule"



Any thoughts (hopes) I had of *Risky Woods* involving the luring and subsequent ravishing of eager young nymphets in darkened forests were soon dashed. Trudging along horizontal levels chucking knives, axes and the like at oncoming fiends has all the sex appeal of a night with muffin the mule, only without the ee-or!

Still, I won't bore you with my disappointments. The game looks okay but big sprites mean there just isn't the room to manoeuvre when enemies start to pour on screen. Hitting chests releases icons, some good, some bad, but as they tend to end up in a big pile it's often hard to pick up those you want and avoid the nasty ones. Collecting coins to purchase better weapons adds interest, but not much, no... really. *Risky Woods* — it's not dire but let down by a distinctly crap underside. Now had it involved those temptresses I mentioned earlier...

MILES 54%

## WHAT'S IN THE BOX?

**The levels of Risky Woods are dotted with treasure chests which hold all kinds of good and bad surprises. Take a look at what's on the conveyor belt tonight...**



The apple is bit of a gamble — it either gives you 10,000 points or puts you to sleep, losing you crucial time.

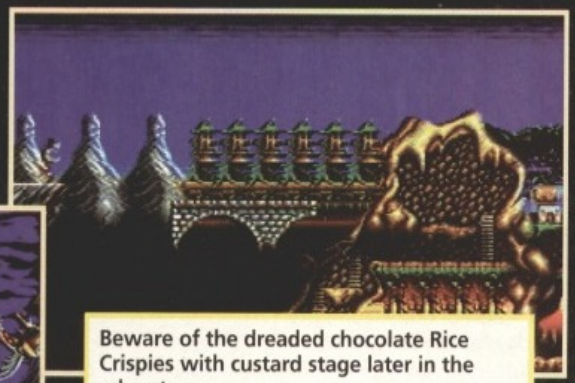


Another hit or miss, the arrow either gives you 10,000 points or back-tracks you to an earlier part of the level.

# DS

**PRICE: £12.99**























This special cross will give you a whopping great 10,000 points. Handy for all you high score fanatics.

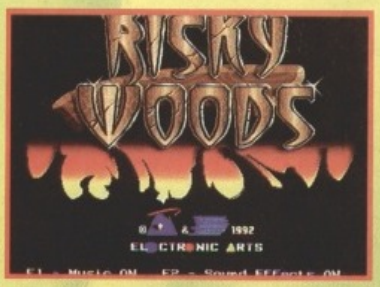

The heart gives you an extra three notches on your energy bar — always useful for... err, stopping you from dying.


Collect the sandglass to add one minute of time to the clock. Useful if you're one of these sight seeing games players.


Handy to have, the thunderbolt temporarily makes the hero immune to damage.


An extremely useful weapon to have, the fireball kills all enemies near-by. But beware: it doesn't last for long.


Avoid this nasty, the skull removes six notches from your energy bar or turns everything upside down!




| | |
|---|---|
| STYLE | PLATFORM |
| COMPATIBILITY | ALL AMIGAS |
| NO. OF DISKS | 2 |
| MEMORY | 512K |
| HD INSTALL | NO |
| PLAYERS | 1 |
| LEVELS | 16 |
| CONTINUES | COLLECTIBLE |
| EXTRAS | NONE |
| RELEASE | OUT NOW |

## GRAPHICS
**68%** One of the best things about the game. Backgrounds and sprites are well-detailed and full of colour.

## SOUND
**57%** The music isn't too noticeable throughout. Sound FX are OK but lacking in some respects.

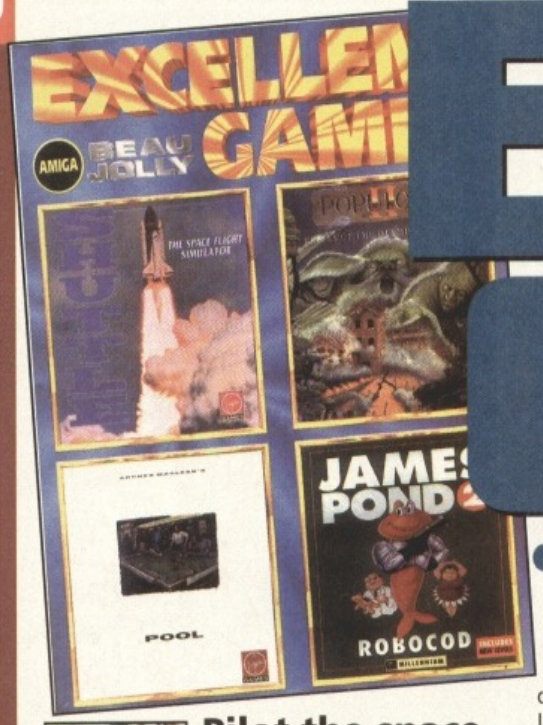
## PLAYABILITY
**62%** The main character is easy to control, but keeping him alive for move that two minutes is a challenge in itself.

## LASTABILITY
**65%** Although there's plenty to do, the level of trickiness prevents you playing for long.

## OVERALL
**63%**

A very well thought out game, but far too difficult to attract a mass following.

# EXCELL GAMES




## • PRODUCER: BEAU JOLLY • AUTHOR: VARIOUS • PRICE: £34.9



**Pilot the space shuttle, pot a few Pool balls, become a robotic fish and play God! What more could you want from an Amiga compilation?**

Beau Jolly is a name that has launched many great compilations on all makes of home computer. From the early days of the ZX Spectrum right through to the latest Amiga offering their products have been recognised for top quality content and value for money. The new addition to their range, Excellent Games, is a right quartet of corkers!

There's something for everyone's tastes in this pack. *Shuttle* kicks off the bunch with a simulation of the NASA space shuttle in shaded 3D. Created from official government documents this claims to be the most accurate and comprehensive simulation you'll ever play. Missions available involve launching and repairing satellites, manoeuvring the shuttle in zero gravity and reaching the correct trajectory for re-entry. Exciting stuff? Well not quite. What's the point of flying into space if there are no aliens to blast? The graphics are really jerky and sound abysmal: they could have at least got a count-down sample in there for take offs! Piloting the space shuttle isn't half as exciting as it sounds.

> "There's something for everyone's tastes in this pack"

*Archer Maclean's Pool* is another 3D simulation. This time it's the table that gets put through it's paces with the balls shuffling round to re-position themselves. If you think that Pool is just a stuffy old pub game then think again because there are three varieties of rules to try here: 8-Ball UK Coin-Op, 8-Ball and 9-Ball US Pro. Each can be practised or played as a single match against a friend or one of the 20 computer-controlled opponents. If you're feeling confident, how about entering into a tournament as one of eight players? Visually the game is superb with smooth 3D twisting and turning of the table. All the balls can be moved about singly to set up trick shots and when potted move in a realistic manner. Don't bother putting any more 20ps into the table at the local pub, have a bash at this instead.

### Godly games

Now next up is a kind of simulation, but on a much larger scale. How do you fancy playing God? Forget the white beard and sandals though — *Populous II: Trials of the Olympian Gods* is all pointers and icons. As the son of Zeus you've been given the task of defeating 32 of your father's most awesome enemies.



> "...a pretty good compilation with a varied selection..."

Flippin' heck! This new Beau Jolly compilation is full of great games. There's the platformer *James Pond 2* which has been slightly overrated on other formats. It's still a fun romp through level after level of candy-coloured fun and graphically it's wonderful. There's been no holding back on the colour and detail making it very aesthetically pleasing indeed.

The next of the bunch is the classic god game *Populous 2*, which puts you in the shoes of a typical Deity who flattens land, looks after his people and fights enemies. Another visually pleasing game, again, detail is the key word here, there's so much of it! It all makes a very playable game.

We move on to *Archer Maclean's Pool*, a pretty weird sort of Pool game where the balls pull faces at you during a decisive match. Ideal for anybody into this sort of pub pastime, it's great to play and nice to look at.

Perhaps the only disappointing game in the box is an odd flight sim called *Shuttle*. Here you must successfully fly the NASA space shuttle by understanding it's controls and overcoming its weaknesses. It's a bit on the slow side for my tastes and I soon became bored.

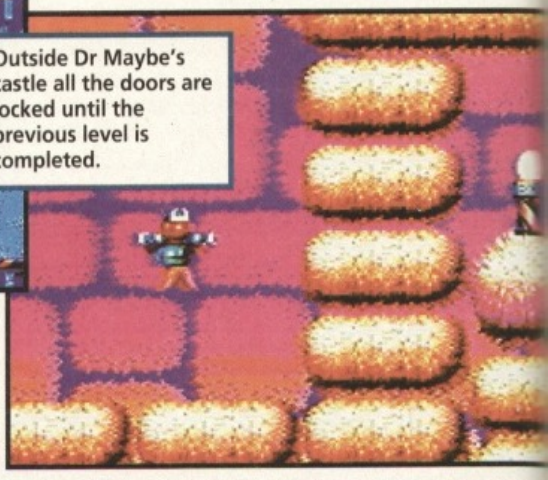
So there you have it, a pretty good compilation with a varied selection of games that are bound to be classics in somebody's book.

**ROB 82%**



Outside Dr Maybe's castle all the doors are locked until the previous level is completed.



Try collecting the objects on the castle roof in the right order for a special surprise! If you want to know what flick over to the tips section now!

# ENT







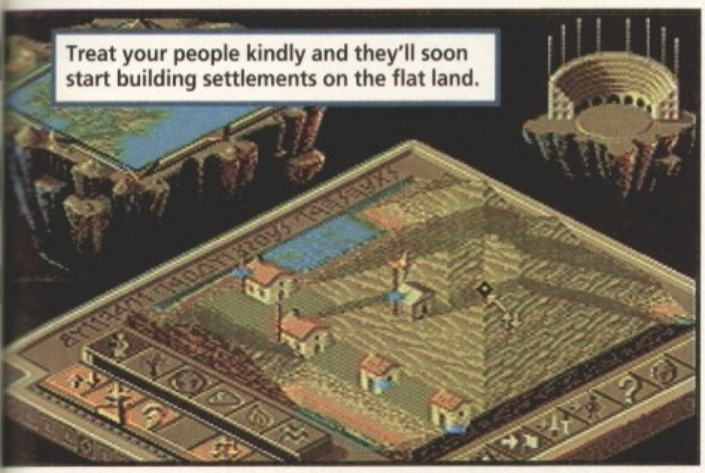








**STYLE** ..... **COMPILATION**
**COMPATIBILITY** ..... **ALL AMIGAS**
**NO. OF DISKS** ..... **5**
**MEMORY** ..... **1 MEG**
**HD INSTALL** ..... **IT IS POSSIBLE TO INSTALL POPULOUS II AND SHUTTLE ON A HARD DRIVE**
**RELEASE** ..... **OUT NOW**



Treat your people kindly and they'll soon start building settlements on the flat land.



You can select hairdos, eyes, noses and chins to create yourself a unique godlike face!

## SHUTTLE

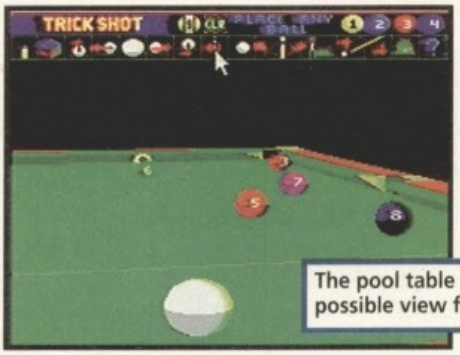
**69%**

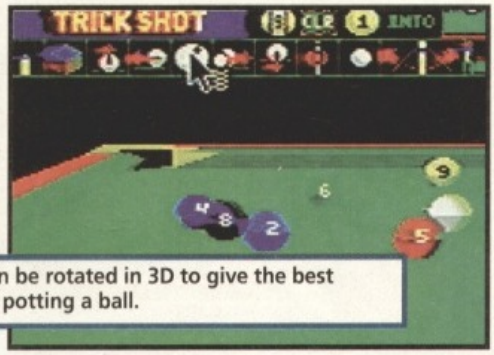
Jerky 3D and terrible sound — there are some nice static screens. Don't expect an all action space game here

## POOL

**88%**

An excellent pool game, with three sets of rules and the option of moving all the balls around singly to set up trick shots!




The pool table can be rotated in 3D to give the best possible view for potting a ball.

## POPULOUS II

**90%**

The follow up to the highly successful god simulation. Bullfrog, the producers, have improved on the original to give a fun and rewarding game. Packed with over 5000 animations and 1 Meg of graphics.

## ROBOCOD

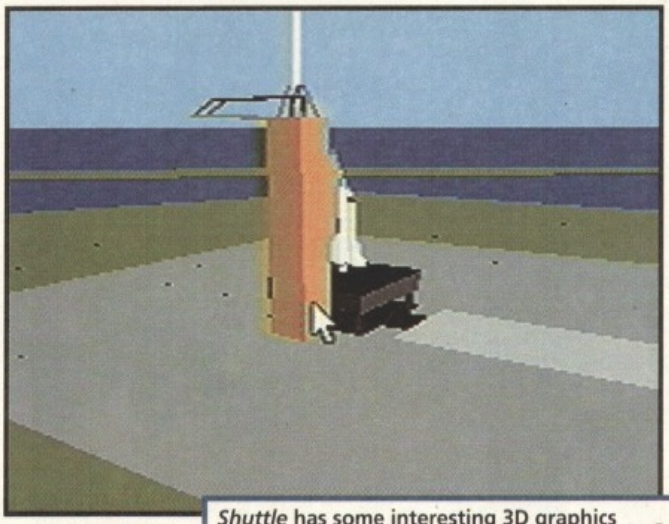
**89%**

A classic platform game with lots of variety and some really cute graphics. The music will drive you and everyone around you mad as a hatter but who cares?

## OVERALL

**84%**

Three excellent games, one dodgy one. *Excellent Games* offers good value for money and has plenty of variety. Whether you love platform, strategy or simulations.



*Shuttle* has some interesting 3D graphics but they're all very slow and jerky, spoiling the game.

What have you got in the way of ammunition? Well, only the power to summon heroes to aid your people, plagues to destroy the enemy and 35 supernatural special effects to show them all who's boss. Anyone familiar with the original *Populous* will know what to expect straight away. The landscapes can be scrolled around and are viewed in the centre of the screen. Maps, selectable icons and commands take up the rest of the play area. The joy of the game is that you can see all your people busily going about their daily business. They totter about their land, build homes, start fights — they probably even go down the boozer on a Friday night! If slick strategy is what you hunger for then it doesn't come much slicker than *Populous II*.

The last game in the compilation doesn't need much introduction. *James Pond: Codename Robocod* is simply classic platform action. With over 2500 screens of mayhem to battle through and James Pond in a snazzy robosuit that allows him to stretch his body skywards this is a game packed with fun and frolics. The graphics and sound are excellent with cute teddy bears, cakes, chocolate and a circus complete with big top making up backgrounds and platforms. James also has a selection of vehicles hidden away to help him around. A plane, car and bath tub are all great fun to control. In my mind this is undoubtedly the best game in the *Excellent Games* compilation and it comes in two versions — one enhanced for A1200 owners.

**NICK 86%**

COMPETITION

# FILL YOUR SHELVES!

SNAZZY T-SHIRTS AND TONS OF GAMES FROM THOSE MASTERS OF CODE! — WIN! WIN! WIN!

**WIN! EVERY CODEMASTERS BUDGET RELEASE AND 10 COOL COSMIC SPACEHEAD T-SHIRTS!**






Those generous people at Codemasters have gone absolutely bonkers! They were so over the moon with their feature on page 16 that they asked us down to their headquarters for a special shopping trolley dash! We zoomed around their warehouse and filled up with every budget game we could lay our hands on and grabbed ten *Cosmic Spacehead* Global Hypercolor T-shirts on our way out. Now this is your chance to win them!

## Brains in gear!

Just take a look at these two pictures of Cosmic Spacehead, the funky new character from Codies. Picture A is the normal one but picture B has 10 differences to look for. Circle them all on the picture, fill in your name and address and post off the coupon to: COSMIC COMPO, AMIGA FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. Please get your entries to us before March 17.







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# Have your say!

**So what do you think of the new look Amiga Force then? We think it's brought the magazine bang up to date with a new editorial team and crisp new design but it's your views that count. Help us to help you by filling in this questionnaire and posting it off today. After all — it's your magazine!**

## About Amiga Force

**1 How did you first hear about Amiga Force?**

- ❑ I saw it advertised in another magazine.
- ❑ I saw it on a shelf in the newsagents.
- ❑ A friend told me about it.

**2 How often do you buy Amiga Force?**

- ❑ Every issue.
- ❑ When there's something inside that interests me.
- ❑ Not very often at all.
- ❑ This is the first one I've bought!

**3 How likely is it that you'll buy the next issue?**

- ❑ Definitely.
- ❑ Possibly.
- ❑ No way!

**4 How did you get this copy of Amiga Force?**

- ❑ I subscribe.
- ❑ I bought it at the newsagents.
- ❑ It was given to me.
- ❑ I borrowed it from a friend.

**5 Do you ever have any difficulties finding Amiga Force?**

❑ Yes ❑ No

If yes state what they are:

.....

**6 How many people, apart from you, read or look at your Amiga Force?**

❑ 1 ❑ 2 ❑ 3 ❑ 4

❑ More than 4

**7 What elements influence your choice of magazine?**

- ❑ Cover
- ❑ Contents
- ❑ Exclusives
- ❑ Price
- ❑ Cover mounts

**8 How much would you say you liked the new look Amiga Force?**

- ❑ It's great! Much better than before.
- ❑ Not bad, but I preferred the old style.
- ❑ I hate it.

**9 Please rate each of the sections in this issue out of ten. One is rubbish, ten is brilliant.**

| | |
|---|---|
| Cover | 1 2 3 4 5 6 7 8 9 10 |
| Contents | 1 2 3 4 5 6 7 8 9 10 |
| News | 1 2 3 4 5 6 7 8 9 10 |
| Previews | 1 2 3 4 5 6 7 8 9 10 |
| Features | 1 2 3 4 5 6 7 8 9 10 |
| Basic reviews | 1 2 3 4 5 6 7 8 9 10 |
| Alternatively reviews | 1 2 3 4 5 6 7 8 9 10 |
| Playing Tips | 1 2 3 4 5 6 7 8 9 10 |
| Public Domain | 1 2 3 4 5 6 7 8 9 10 |
| Letters | 1 2 3 4 5 6 7 8 9 10 |
| Guide | 1 2 3 4 5 6 7 8 9 10 |
| Next Month | 1 2 3 4 5 6 7 8 9 10 |

**10 Please write in the space below how you would improve Amiga Force (use an extra piece of paper if you think you need it)**

.....

.....

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## About you

**11 Which of the following computers and consoles do you own?**

- ❑ A500
- ❑ A500+
- ❑ A1500
- ❑ A2000
- ❑ A600
- ❑ A1200
- ❑ A4000
- ❑ CD32
- ❑ Super Nintendo
- ❑ Nintendo NES
- ❑ Sega Mega Drive
- ❑ Sega Mega CD
- ❑ Sega Master System
- ❑ Game Boy
- ❑ Game Gear

Other.....

.....

**12 Do you intend to upgrade your computer in the near future?**

❑ Yes

❑ No

If yes what do you intend to buy?

.....

.....

**13 How much money would you say you spend on the following every month?**

| | |
|---|---|
| Games | ❑ Under £10 ❑ £10-£20 ❑ £20-£40 ❑ Over £40 |
| Accessories | ❑ Under £10 ❑ £10-£20 ❑ £20-£40 ❑ Over £40 |
| Magazines | ❑ Under £10 ❑ £10-£20 ❑ £20-£40 ❑ Over £40 |
| Food and Drink | ❑ Under £10 ❑ £10-£20 ❑ £20-£40 ❑ Over £40 |

**14 How many games do you own?**

- ❑ 1-10
- ❑ 10-20
- ❑ 20-30
- ❑ More than 30

**11. How often to you buy new software?**

- ❑ Once a week
- ❑ Once a month
- ❑ Once a year
- ❑ I wait for birthdays and Christmas

**15 Which of the following magazines do you read regularly?**

- ❑ Amiga Power
- ❑ The One Amiga
- ❑ Amiga Action
- ❑ CU Amiga
- ❑ Amiga Format
- ❑ Amiga Computing
- ❑ Amiga User International
- ❑ Amiga Shopper
- ❑ Edge
- ❑ Electronic Gaming Monthly
- ❑ Game Pro
- ❑ V.G.S.

**16 Do you think the television computer and console shows offer better coverage than magazines?**

- ❑ Yes
- ❑ No

## Other interests

**17 Which of the following do you watch or listen to on a regular basis?**

- ❑ Radio 1
- ❑ Virgin 1215
- ❑ Atlantic 252
- ❑ Independent Local Radio
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- ❑ Radio 5
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- ❑ BBC2
- ❑ ITV
- ❑ Channel 4
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● Please enclose a photograph!

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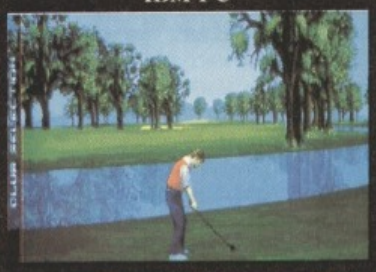
89% STEVE FOUNTAIN PC FREELANCE

88% ANTHONY GRIFFITHS THE WORD/ THE SUN

91% JOYSTICK

90% AMIGA FORMAT

IBM PC

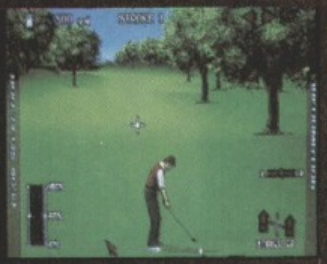


GRANDSLAM

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IBM PC

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# Public Domain



**If it's great new games you want at a pocket money price then check out the latest offerings on the Public Domain software scene. There's something for everyone here, as ROB MILLICHAMP found out.**

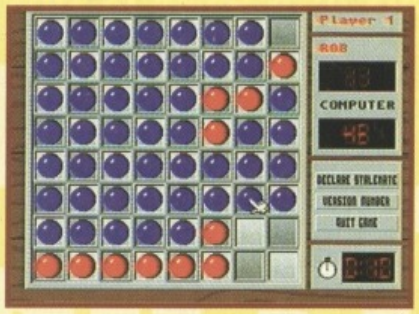
## Nemesis
### 17-BIT SOFTWARE

The very name conjures up something a bit on the mysterious side, but that couldn't be further from the truth. Anybody who remembers Othelo will instantly get a feeling of déjà vu while playing *Nemesis*. Although simplified to a grid with red and blue counters, it's still very playable and addictive, either against the computer or another player.

The idea is to out-do your opponent by finishing the game with more counters left on the board. This is done by placing a counter of your colour at either end of a line of the opposition's colour. This changes all the counters inbetween to your colour! Thing is, your opponent can do exactly the same so a series of tactical moves are required to end up on top.

Just to make things a bit trickier each player must move before ten seconds has elapsed, leaving a short time to make decisions. Go over the time limit and a turn is missed, which could be disastrous. *Nemesis* is simply laid out, but like most simple things, it works very well. Graphically it's clear if sparsely detailed, but this certainly won't ruin your enjoyment.

**83%**




## Gorf
### 17-BIT SOFTWARE

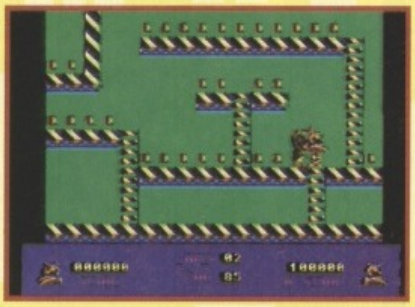
This is perhaps one of the most curious games in the PD pile this issue. *Gorf* should be instantly recognisable to most of you — at very least the formula should be. This conversion of the ancient arcade game is a pretty fair copy. In the pre-game text, the author explains how he constantly annoyed the manager of a local arcade by repeatedly visiting, spending no money and just scribbling a load of notes on his favourite arcade game. The time and trouble seems to of paid off, resulting in this great conversion of the original, with it's *Space Invaders*ish gameplay and attack waves. All you have to do is blast the bad guys and, of course, the orange ball with eyes known as Gorf. While it



does seem very primitive, *Gorf*'s still very addictive. Each level's different with plenty of attack methods to cope with from Gorf and his nasties. This is one little blast-'em-up that is guaranteed to keep you hooked for ages.



**78%**



## Klawz the Cat
### 17-BIT-SOFTWARE

*Another* familiar-looking platform game with level after level of colourful backgrounds and snazzy sprites? You've heard of *Sonic the Hedgehog* and *Alfred Chicken* — well this is *Klaws the Cat*. You control the odd-looking Klaws in a mad feline frenzy across platform after platform, the kitty being pursued by vicious nasties that send him spinning off the screen on contact. Klaws has to collect every pick-up on each level to progress to the next. Doing this requires lots of quick thinking and it's really easy to trap Klaws down a dead end. Graphically *KTC*'s pretty darn good, right down to Klaw's whiskers. Backgrounds and pick-ups are also well-defined, making it a visually pleasing platformer. One of the few downers is that, apart from the change of colours and arrangement of the platforms on each level, there's very little variety , making things very monotonous after a few plays. Still, it's good fun for a while and a must for all *Rainbow Islands* and *Parasol Stars* fans who fancy a change of character.

**68%**

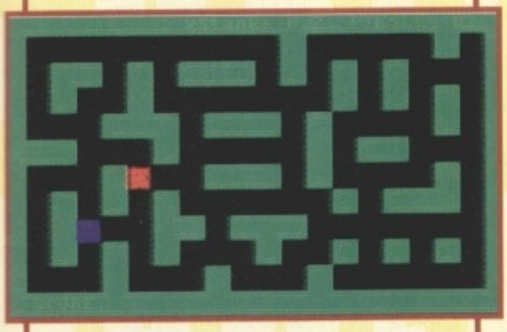
# Assassins 150
## PD SOFT

A three-game compilation from the Assassins, featuring a computerised crossword, an Amiga version of *Boxes* and a cool two-player tank game.

The disk opens with *D-Solve*, a pathetic, pointless attempt at computerising a crossword puzzle. The concept behind the program is pointless — why computerise a crossword puzzle at all? Okay, the two on offer feature on-screen solutions to each question, but so what? The clues make no sense anyway, even when you know the answer.

It's not badly programmed, but computerisation adds nothing to crosswords, and the puzzles themselves are pretty poor.

*Dot 2 Dot* suffers from similar problems. A PD version of the popular pen-and-paper game *Boxes*, the



players take it in turns to join two dots on a grid. If you complete a box, ie draw a line that forms the fourth side of a square, you score a point.

It's a fun game, but as the Amiga version is still two-players only, what has it gained from computerisation? N-O-T-H-I-N-G! Stick to pen and paper.

Last but definately not least is *Taktic Tank*, a cool two-player shoot-'em-up in the familiar 'drive around the screen taking potshots at your buddy' mould. Various power-ups are on offer, most of which are useful, and none so devastating that the other player might as well give up as soon as it's claimed (a fault that's killed many similar outings). I could do without invisibility though — how do you control a tank you can't even see?

The option to play against the computer would make this a 'must buy', but even as it stands it's great fun with a friend.

Overall this isn't a particularly good disk, and only worth buying if you're after a two-player tank blast.

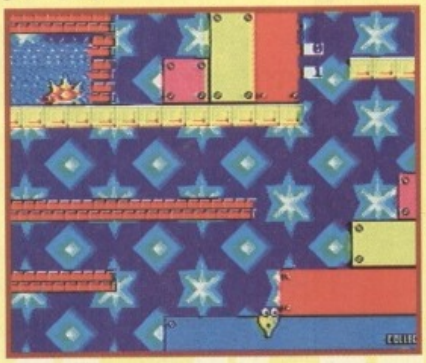
**45%**

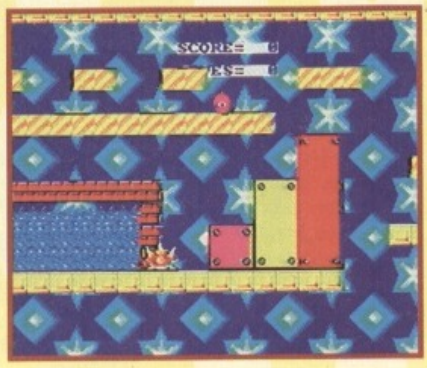


# Bounce
## ROBERTA SMITH DTP

Hmm, another one of those cute platformers folks. There's only so much cutesy platforming a reviewer can take — and just after lunch too! The character in *Bounce* simply a small but perfectly formed pink bouncy ball with a face. This 'thing' must be guided through a selection of head spinningly sweet and over-colourful levels filled with all manner of creatures that lurk around the platforms, drifting after you. Yes drift, that's exactly what everything seems to do — even the main character, who I thought should have bounced, going by the title. Unless you're a big fan of late sixties freakouts this might leave you a bit cold. One of the worst things is the lack of gameplay and the infuriating sluggishness of the main character. It looks like a pink pea but moves like a oil tanker! The graphics are perhaps the best thing about *Bounce*. Each sprite and piece of background is wonderfully detailed and stunningly (if not tastefully) coloured. It's just a pity about the uninspired gameplay.

**59%**





# Ork Attack
## 17-BIT SOFTWARE

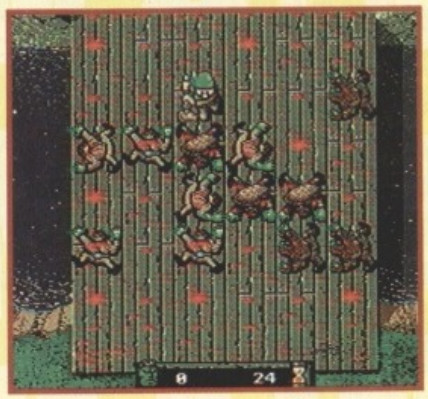
On first playing this game it might seem a little bland in the gameplay department, but once you get to know the controls and have played it for about an hour, as I did, you'll be utterly addicted! *Ork Attack* is an arcade-style game in which the idea is to fend off marauding Orks and troll-like creatures as they desperately try to scale your castle walls and take over the mighty fortress. The only soldier to defend the castle is equipped with a sword and a good supply of rocks,




handed to him by his loyal squire who waits in the wings. *Ork Attack* isn't what you'd call an easy game. As well as having only one life to skilfully kill Orks on each level, they scale the wall at a phenomenal rate, giving the brave knight hardly any time to breathe! The opening sequences are eye-catching screens with the in-game screens are equally cool, with lots of colour, detail and blood — in a very cartoon style, of course. My only gripe is that perhaps it's a little difficult and takes a while to get into, but once played for a prolonged length of time it's well addictive.

**86%**





# Operation Firestorm
## 17-BIT SOFTWARE

*Operation Firestorm*'s a very normal shoot-'em-up/platformer in which a tough action man-type character is guided throughout tough levels full of enemy troops, robotic tanks and ceiling-mounted guns. These all make the soldier's life a misery. As usual, there are a number of pick-ups to aid the soldier's advance. Ammunition, rockets, grenades and lives are essential.

Control of the character is smooth and swift. There's even a great directional fire for reaching those hard-to-get gun sites — a feature often not found in blasters, especially PD ones.

One of the best features about *Operation Firestorm* is its graphics. They're extremely well done, colourful and detailed with smooth animation and realistic-looking sprites. It's an addictive game that'll keep your attention for a while as you plough through level after level of hostile enemies and tricky obstacles.

**85%**



# Slime
## 17-BIT SOFTWARE

Oh dear! I wondered if there was going to be a bad egg in the bag of PD games this issue and unfortunately I think I may have stumbled across one. The object of this curious puzzler is to banish all slime from each of the maze-type levels by finding plugs and plugging up the holes around the maze where the slime is coming through. This task has to be performed in a certain time and before the slime takes over and turns the level brown — if that happens you're all slimed out.



It all sounds quite exciting but unfortunately it's not at all. When you finally get to understand what everything does and then play the game you realise it's all a bit pointless. For the first five minutes *Slime* is OK. But with 16 levels to complete, it seems like it's never ending! Presentation is a little on the Commodore 64 side with blocky graphics that lack any detail, although there's plenty of colour splashed all over the levels. *Slime* doesn't have enough variety to hold your interest for long, but it does work well as a puzzler because it's quite tricky if you can ignore the bland presentation.

**58%**

# Blackdawn
## PATHFINDER PD

This will certainly appeal to fans of RPG games in the style of *Dungeon Master*. It's another labyrinth-based game but instead of a fantasy setting, this is a sci-fi adventure. The idea of *Blackdawn* is straightforward, it's just carrying out the tasks that's the tricky bit. On each level you must find the exit using you map and different weapons to kill creatures that inhabit the labyrinth. At certain points you come across computer installations which can be used to buy and sell certain weapons and other useful pieces equipment. These must be used in the search for an exit.

This is definitely one of those games that takes a day to sit back and play with a good supply of coffee and food at hand. Each level is well designed and requires a good sense of direction as things can get very confusing in the badly-lit corridors. The presentation is very good, with graphics and layouts reminiscent of the recent *Hired Guns*. Although it won't appeal to everybody, it's still an addictive adventure with a convincing sci-fi scenario and bags of gameplaying appeal.



**81%**

# Pd Contacts

**So you've read the review and fancy getting the game! Well prices vary from company to company so have a ring round or write to these people for the best deal.**

**17-BIT SOFTWARE**
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**If you have a PD game or demo that we haven't featured in Amiga Force or run a PD company and would like it listed here. Just drop us a line at this address: Amiga Force, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

# STREET FIGHTER II™

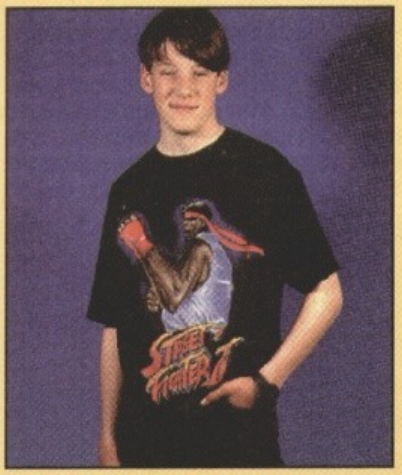
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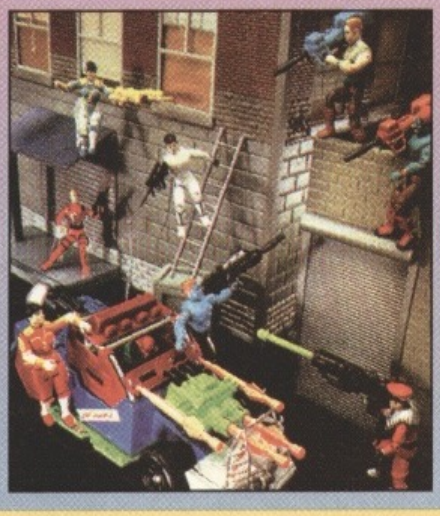
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NAME OF RECIPIENT.....AGE.....
DELIVERY ADDRESS (IF DIFFERENT FROM ABOVE).....
.....
.....

TOTAL
P&P
TOTAL ENCLOSED

Please tick here if you do not wish to receive other mailings ☐




**Hey you!**
**Yes you!**
**Stop playing that game and take a look at this. This is the Amiga Force Tips Vault! It's been seven years now since the Amiga was first launched onto the home computer world and quite a few games have sailed under the bridge since then. Whether you've got yourself a A500, A600, A1200, CD32 or any other Amiga you'll find tips for your games hidden deep inside the Amiga Force Tips Vault. It's up to us to dig them out.**
**This issue you'll find some classic solutions and cheats for games that have recently been rereleased. Players' guides this issue include *The Secret of Monkey Island*, reviewed over on page 30, and a continuation to last month's tips for *Frontier: Elite II*. If you have any games you'd like tipped then just drop us a line using the coupon on page 66 and we'll search through the vault especially for you. There's also a prize of the game of your choice for the best tips, maps or cheats sent in every month. If you want to stand a chance of winning send your efforts to:**
**THE TIPS VAULT, AMIGA FORCE, Impact Magazines, Case Mill, Tomeside, Ludlow, Shropshire SY8 1JW.**
**Enjoy this months offerings and remember — cheats always prosper in The Tips Vault!**

# Parasol Stars

**The follow up to the excellent *Bubble Bobble* and *Rainbow Islands*, *Parasol Stars* is full of cute characters and bags of colour. Try these tips for size.**




1 When you're in Ocean World on the fourth level, paralyse all the nasties and get the purple heart (if there is one) in the top left corner of the square. Get all three green fruits (it's easier if you are playing a two-player game now) and you will be transported to the last world.

2 Type in 'CYNIX' during play. Now you will find that C gives extra credits, D kills you, X skips levels, B takes you to a bonus screen, M gives you all three stars, T takes you to the final stage, G kills all baddies, 1 to 7 skip to their relevant stages, and F1 to F10 take you to their relevant levels.

3 Type in 'WHERE ARE MY CREDITS' for infinite credits.

4 Try pressing F1 for infinite lives.

5 At the end of the game, when you return to Rainbow Islands Land, make sure that you have three star icons, as when you finish this land they will cause a giant key to drop from the sky. Pick this up and the final two secret worlds will appear. Now finish these to complete the game.

6 Here is the location of a third secret world, which lies between Ocean World, Casino World, Woodland World and Machine World. To access it, find your way to Ocean World level four. In the middle are some shrimps in a rectangle, and the power-up is a pink heart. Get the heart and kill all the baddies, then collect all the peppers (which isn't easy, as the top row must be shot with the lightning from outside). The screen should then flash and the map of the universe will appear, showing the location of the new world.

7 Collect three Star Miracles before arriving at Rainbow World for 100 credits, collect three on Rainbow World to get to the second secret world, and collect three on this to get to the third.

8 In the game, type in 'A WORD', upon which all the baddies should be unable to move. The following keys are then usable: C to increase credits, L to increase lives, G to paralyse baddies, Z or T to kill all baddies on stage, M to collect all three Parasol Stars miracles simultaneously, X to go to secret world, D to kill player one, B to go to bonus stage, F1 to F10 to select world, and 1 to 7 to select stage.

**There are buckets full of tips down the Amiga Force tips vault and we've tried to squeeze as many of them into the new tips section as possible. Here are snippets for all kinds of games. See if there are any you can use.**

## DESERT STRIKE

Type in BQQQAEZ as a password and, while playing, press F10 for immortality, 10 lives and a full supply of weapons.

## BART SIMPSON VS THE SPACE MUTANTS

Type EAT MY SHORTS to skip levels and COWABUNGA for infinite lives.

## FIRE AND ICE

Press left mouse button on title screen for infinite lives.

## MEGA-LO-MANIA

| LEVEL | CODE | MEN |
|---|---|---|
| 2ND | ELEALUFOPNP | 200 |
| 3RD | SPXAKVXTFCA | 300 |
| 4TH | SOMBSRKEZOC | 385 |
| 5TH | CTWCMMDQNJM | 468 |
| 6TH | CQQDMKJKIQI | 568 |
| 7TH | GNLDYGJFDXK | 668 |
| 8TH | DYJBQZHRQLA | 754 |
| 9TH | YPWBCUDNVFM | 787 |
| 10TH | DFLAOBPPBGX | 50 |

## COVER GIRL STRIP POKER CD32

Enter your name as INDIGO to beat the girl with every hand if she's in negative figures — even if she wins.

## ZOOL

Wait for the high score table to appear then type 'GOLDFISH' and press enter. Pressing the number one key will make Zool invincible.

## DEFENDER OF THE CROWN

If you're stuck, hold down 'K' while the game loads. You'll start the game with 1024 knights and soldiers.

## SLEEPWALKER

On the title screen type in 'DINGADINGDANGMYDANGALONG

# Jurassic Park

**The A1200 version of this excellent game is reviewed in this issue but has been out for a while. Thom Burgess from Kent has kindly popped some codes in the post for this prehistoric corker.**

| ARENA | CODE |
|---|---|
| T-REX paddock | NO CODE |
| TRICERATOPS paddock | B5A48352 |
| RAPTOR tunnel | E54C67AA |
| STEGOSAURUS paddock | D5F4AB62 |
| DILOPHOSAUR paddock | 95B48B42 |
| BRACHIOSAURUS paddock | 85A4834A |
| DILOPHOSAUR raft ride | 85B48B42 |
| VISITOR CENTRE | F54C6FAA |
| UTILITY SHED | C57C77B2 |
| POWER SWITCH | D564A762 |
| MORE RAPTOR tunnels | A5149F5A |




In the GALLIMIMUS paddock, find the oil drum and push it off the cliff before taking on the mighty king. But you must save one of your flares to lob into the pit of spilt oil from the drum to create a burning barrier to help you escape.

# Lotus Trilogy

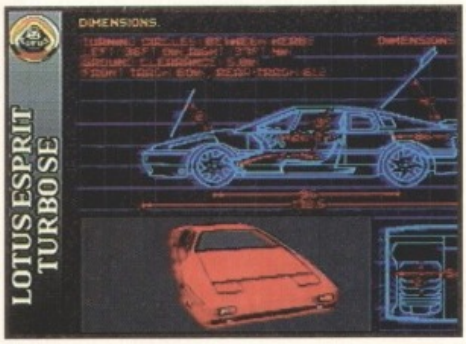
**Gremlin have just released this compilation of *Lotus* games — you can read our review over on page 34.**

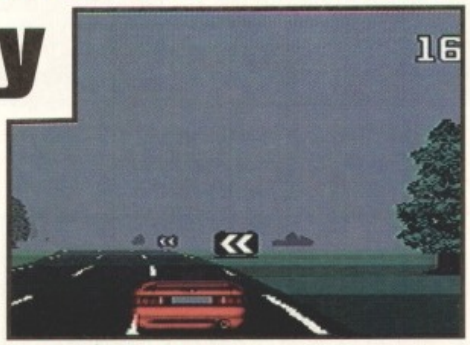


## LOTUS ESPRIT TURBO CHALLENGE

1. Select a two-player game, and call one person 'IN A BIG COUNTRY' and the other as 'FIELDS OF FIRE'. Now you'll always qualify.

2. Also try 'MONSTER' and 'SEVENTEEN' for a bonus game.



## LOTUS TURBO CHALLENGE 2

1. Enter 'DUX' as a password to gain access to a dinky little copy of the ancient arcade duck-blasting classic *Carnival* game.

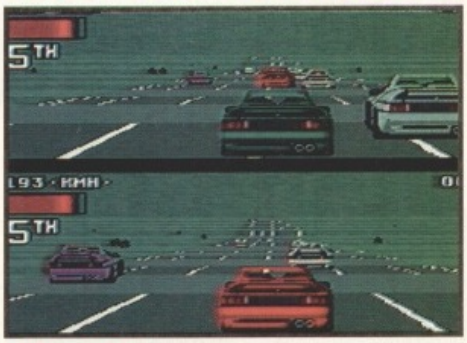
2. Enter 'TURPENTINE' as a password for the clock to stick on 10, giving you infinite time.

3. Enter 'DEESIDE' as a password to automatically qualify when the time is up.

4. Remove the audio lead from the 'L AUDIO' hole and boot *Lotus 2* as usual. Listen carefully to the music played on the title screen. You should be able to make out a whisper... 'DO NOT COPY THIS GAME'!

Some passwords:

| | |
|---|---|
| 2. Night course | TWILIGHT |
| 3. Fog course | PEA SOUP |
| 4. Snow course | THE SKIDS |
| 5. Desert course | PEACHES |
| 6. Motorway course | LIVERPOOL |
| 7. Marsh course | BAGLEY |
| 8. Storm course | E BOW |



## LOTUS 3

Level codes, easy:
1. PWRWUWHNM-30
2. XMQIYSKAS-80
3. UVQSNPBCM-70
4. CWVBQPCAV-50
5. SFXUXXXXP-60
6. HSYWYSKGC-50
7. IVVEMMKOZ-50

Level codes, medium:
1. ANNSMWLPN-60
2. VSVDOPHCY-50
3. RTLMYLKHB-60
4. ERRURV——60
5. NSSSXXXXS-60
6. WSVUQPCSJ-70
7. OUNDEFACG-99
8. GXWDYPACV-68
9. BZ-ZF-BAT-90
10. LWNJWKACN-90

Level codes, hard:
1. IYVVNVEQR-35
2. KAZZNIKAI-45
3. FGQLJGDAF-65
4. MFFSRPYDU-60
5. PLQTZQDPE-80
6. ZKZGKJKKK-50
7. TGGJGGTTT-63
8. AFZYBQCJT-70
9. JBOUKJHKA-99
10. DASICOTET-80
11. XDNVSEECE-85
12. QDSCJVEBT-75
13. SKGYXXXXK-57
14. YKGJWVNAK-92
15. WJMEGMEQH-60



LINGLONG' and Lee and Ralph's red noses will turn bright green. Now when the game starts just press return to skip levels. Tab will top up Lee's sleep bar, and give you nine attempts and light up the word COMIC. Finally, pressing M will give you a full map of the level. This cheat comes from the song Jesus Built My Hotrod by Ministry, in case you're wondering...

### CRYSTAL KINGDOM DIZZY

Level Codes:
Part Two — G5J 73Q 8HK
Part Four — 83J 5G6 2KF

### SENSIBLE SOCCER

1. To recreate the 1966 World Cup between England and West Germany simply load up Custom Teams and select a friendly match. The game will continue, but everything will be in black and white.

### BLACK CRYPT

1. Make several copies of the game disk, remembering to delete the 'Copy of' part of the disk's new name. Load the game, and get to a staircase, which is where the game loads. Drop all your items into a big pile at the top of the staircase, and then save the game. Now reload with your other game disk, and do the same, but at the bottom of the staircase. Now, take out the disk with the goods at the bottom of the staircase, and put in the one with the goods at the top of the staircase. Go up the stairs, and you will be confronted with your big pile of goodies. Pick these all up, swap the disks, then venture downstairs, where you will find the other big pile of treasure. Pick this all up. You can thus swap the disks round as much as you like, making it possible for you to pick up the treasure again and again and again.

2. On level 7 (or is it 9?) there's a bit where you have to fight one of those pink monsters without the use of magic. Open the door into his lair, then go as far right as you can. Go to the middle where there's a one way wall. Go through it, and quickly into the alcove. Pick up an item, then step back. Make it to the secret button near the pillar you

**A tale of pirates, treasure and vicious piranha dogs. It looks like you're going to need a hand getting through this excellent re-release game. You can read a complete review over on page 30 this issue — it got 88% — and use this special players' guide if you get stuck. Thanks to Jonathan Bell for sending in this solution — please write in John and tell us what free game you'd like.**



# THE SECRET OF MONKEY ISLAND

## PART ONE — THE THREE TRIALS



After talking with the pirate leaders, open the door to the kitchen: the cook won't let you in and will shut the door. Wait until he comes out and out of sight then go in. Pick up the hunk of meat and the pot (under the table) and open the far door. Walk to the plank right at the edge and nearest you, keep pressing 'walk to' on it and the plank will flip up, making the bird fly away. Keep doing this until it's safe to pick the fish up, then leave the Scumm bar.



Walk back to the cliff side and then the path (overhead map of island). Walk to the clearing and to the circus tent, then talk to the Fettucini brothers. Ask how many they will pay you and then say OK. Use the pot and the stunt will start when you talk again — ask where your helmet is and you'll automatically leave with your money.



Go back to the town and talk with the citizen of Melee (on the corner after the archway near the Scumm bar) and say you once knew a barber called Dominque. After he asks you if you want a map say 'Yes, it will make a swell gift.' After you have the map, open and walk to the door to the left of the Citizen of Melee and look at the chicken on the chest. Pick it up and leave. Go through the archway with a clock above it and open the door to the shop (the first one, or the one to the right of the church) and walk in. Pick up the sword and shovel and talk to the storekeeper. Tell him you want both and then ask him who you can try the sword on and he'll leave — follow him to find the Sword Master's house.

After ear-wigging the conversation, go back to the map and visit the house on the right. Near the middle you'll stop at the bridge, so give the troll the fish and you'll be able to cross. Once at the house open the door — a man will come out. Tell him you want to be better than the Sword Master and he will say you haven't got what it takes. Keep saying you have and that you have got 30 pieces of eight and he'll begin the training.



After the training go to the 'Y' junction to the left of the fork and just wait for a pirate to come along, say to him 'Prepare to die' and the fighting will begin. Keep doing this until you've got 20 (or thereabout) replies, then go to the Sword Master's house and use these replies on the insults:

1. "You are a pain in the backside, sir!" = Your haemorrhoids are flaring up again, eh?
2. "Only once have I met such a coward" = He must have taught you everything you know.
3. "There are no special moves which can help you now." = Yes there are. You just never learned them.
4. "I hope you have a boat ready for a quick escape!" = Why, did you want to borrow one?
5. "Now I know what filth and stupidity really are." = I'm glad to hear you attended your family reunion.
6. "I will milk every drop of blood from your body!" = How appropriate: you fight like a cow.

went to earlier, press it then escape. Leave his lair, and rest if you need to. Repeat this until you have all the items. You must be very fast, or you will find yourself trapped. It will probably take you several times to perfect it, so save your game before attempting it. It saves you having to fight the monster: he is fairly difficult to beat.

### CAPTIVE

1. Make full use of the fact that you can kill your enemies just by repeatedly opening and closing doors on them.

2. Whenever you teleport to a site occupied by a baddy, you kill him.

3. When you land go and pick up the messages from Ratt, on Butre, then return to the Swan. and then land again. There will be another message from Ratt, pick that up as well. Repeat this process eighty eight times and put all the messages in the backpacks. When these are full, carry them in the hands and one on the cursor, then enter into the base and find a shop. You can then sell the messages and get loadsa money. This should get you 18,666 credits.

### CHUCK ROCK

When the band are playing on the title section, type the following (including spaces):

'ESTRANO' Fly mode (left shift toggles on/off)

'MORTIMER' Zone select (use function keys)

'TURN FRAME LEE' or 'TURN FRAME' Level select (use function keys)

'FAST AINT THE WORD' Infinite energy

'UNCLE SAMS' Infinite lives

'LIFE IS MY DREAM' Infinite energy

'SHE LOVES CLEANING WINDOWS' Infinite energy

'ITS FAIRY BOWBELZ' Infinite energy

Press escape twice before typing in these cheats to activate them. They may have to be typed during play.

### CHUCKIE EGG 2

Enter 'ENABLE—F2' into the high score board to get infinite lives. Note the two minus signs before the 'F2'. Now, during play or on the title screen, hold down

7. "I've a long sharp lesson for you to learn today." = And I've got a little TIP for you — get the POINT?

8. "I usually see people like you passed out on tavern floors." = EVEN before they smell your breath?

9. "If your brother's like you best to marry a pig!" = You make me think someone already did.

10. I've the courage and skills of a Master Swordsman." = I'd be in real trouble if you ever used them.

11. "No one will catch ME fighting as badly as you do" = You run THAT fast?

12. "Every word you say to me is stupid." = I wanted to make sure you felt comfortable with me.

13. "My tongue is sharper than any sword!" = First you better stop waving it like a feather duster.

14. "My name is feared in every dirty corner of this island." = So you got that job as janitor after all.

15. "My last fight ended up with my hands covered in blood." = I hope you've learned to stop picking your nose!

16. My sword is famous all over the Caribbean." = Too bad no-one's ever heard of you.




After you beat her and you get the 100% Cotton T-shirt your next task is to get the treasure, follow these directions to find it:

Left path (pick up the yellow flower on the next screen), north right path, walk right, walk right, bottom right path, bottom right path, top right path, walk left, north path, walk left, north path, north path, bottom right path, bottom left path, north middle path (to the left of the bridge).

Once on the screen with a lot of red flowers on it, walk right and use the shovel with the 'X'. Once you have the T-Shirt walk to the forest path and back to the town. Walk to the shop and to the alley where a 'psssssst' is coming from. Talk with the Sheriff and exit. Walk left through the archway and up to the Governor's mansion.





Use the yellow petal on the meat then give it the poisonous piranha poodles. Once they are asleep open the door then open the door on the left and walk in (the one next to the vase). Sheriff Shinetop will arrive and enter the room you went in. A fight will start and eventually you will come out wishing you had a file.

Go back to the town and into the jail, talk to the prisoner and then go to the shop, ask for some breath mints and then go give them to the prisoner and also the gopher repellent, he will then give you a carrot cake, open it to find a file. Exit and go back to the Governor's Mansion, walk to the gaping hold and the fight will start again. When you talk with the Sheriff say anything and the Governor will appear.




Once she has finished go to the far door and open it to try to leave, but the Sheriff will be there and will take you down to the pier and push you in. Once in the water pick up the idol and you will automatically leave, tell the lookout that you will get a ship and go rescue her, then leave to the right.

Enter the Scumm bar and pick up all the mugs, talk to the Cook then go into the kitchen. Use one of the mugs then leave the Scumm bar, now you must go to the jail (when a mug turns into a melting mug use it on a different mug, keep doing this till you get to the jail). Once there use the mug a grog/melting mug on the lock then you'll have released the prisoner. Walk to the Sword Master and tell her 'The Governor's been KIDNAPPED' for her to be on your crew. Walk to the house in the top right-hand corner and use the rubber chicken on the cable, then open the door and walk in. Say you're getting a crew and ship to go rescue the Governor and when he gives you a task to do, open the cage and 'tickle' the murderous winged devil, then leave. Use the rubber chicken on the cable again then go to the path.



Go to the place called 'lights' and say to Stan that you've not much money to spend and that you were thinking you could get one on credit. You won't be able to, so leave and go back to the town. Go to the store/shop and ask the storekeeper for a note of credit (say you've got a job), and he'll go and get one from the safe (watch the movements of the handle and write them down somewhere). Whatever job you say you've got he'll say you're lying and put the note back. Say you're looking for the Sword Master and he'll leave. Walk to the safe and push + clockwise, and pull = anticlockwise, and using what you wrote down open the safe to get the note. Go back to the lights (on the map). Tell Stan you got a note of credit and business will start — ask for the cheap one. Ask for extras and say you can live without each one until the first one appears again, then say enough (to bring down he cost). Ask how much it's worth then say forget it and go, when Stan calls you back say OK and ask how much it's worth now — he'll say 6300 so make him an offer of 5000 and after a while he'll say yes, so leave and go to the town to finish.

F2, and push the joystick in the direction of a room to skip to that level.

## CJ'S ELEPHANT ANTICS

On the title screen type 'ITCHY ARSEHOLES' for infinite energy. However, it might be 'SELOHESRA YHCTI' that you have to enter, which is the reverse of the previous. Try both.

## CRUISE FOR A CORPSE

If you're stuck, go to the Mermaid Figurehead at the rear of the ship and examine her to get a secret code. Here is what they mean:

| Code | Action Required |
|---|---|
| 1a | Find note in Niklo's Study |
| 1b | Show note to Barman |
| 1c | Examine suitcase in Fabiani's cabin |
| 1e | Interview Fabiani in Dining Room |
| 2a | Talk to Suzanne |
| 3a | Interview Julio in Daphne's cabin |
| 4a | Talk to Logan in Smoking Room |
| 3b | Talk to Suzanne in Bar |
| 4b | Find paper in Smoking Room |
| 1d | Interview Tom in his room |
| 4c | Get key from rug in your own cabin |
| 4d | Open Desk in Study and examine the clasp onJewellery |
| 5a | Read note on desk |
| 4e | Get invitation from drawer in Dining Room |
| 4f | Walk to the Port side to find Tom and Rebecca |
| 6a | Find the necklace inside the bathrobe in the Laundry |
| 8a | Interview Dick Schmock beside the Mermaid |
| 6b | Interview Tom in Smoking Room |
| 6c | Search Suzanne's Cosmetic case in her cabin |
| 10a | Get drink from bar and go to top deck |
| 10b | Give drink to Suzanne |
| 10c | Interview Suzanne |
| 8b | Interview Fabiani in his cabin |
| 8c | Look through porthole into Tom's cabin |

In between these actions you should walk around the ship. Simply jumping between locations using the map will not suffice. Make sure you examine the clasp on the bracelet or some of the game's options will stop working (the Inventory command fails).




## PART TWO — THE JOURNEY

When you appear in the room pick up the feather pen and ink then exit. Walk to the rope ladder and pick up the Jolly Roger, then walk back to ship deck.

Walk down the hatch and down the next hatch and open the kegs on the left for some gunpowder then open the chest in the




bottom right-hand corner. Look at it to get the fine wine, pick up the rope and exit hatch. Go down the ladder to the kitchen and pick up the pot, open the cupboard then open the cereal to get the prize — look at it and leave. Go back to the room you started in and use the key (prize) in the cupboard. Pick up the chest and open it, look at it then get the cinnamon stick and a piece of paper. Walk back to the kitchen and use the cooking pot with: the piece of paper, the rubber chicken, the breath mints, ink, jolly roger, flag, fine wine, cereal, cinnamon sticks and the gunpowder, the pot will explode and you'll collapse.



When you wake, use the feather pen on the red hot fire then go to the hatch for some more gunpowder. Use the rope on the cannon and the gunpowder in the nozzle, walk to the edge of deck and use the pot.

## PART THREE — UNDER MONKEY ISLAND

After Herman (castaway) goes away, pick up the banana then leave to the jungle. Walk north and to the river fork and then to the footholds. Pull the primitive art twice then go up to the next set of foothold and push the rock. If it doesn't hit the banana tree, pick up the 'heap rocks' and re-position the primitive art — keep doing this sequence 'till you've hit both, then go back to the dam and pick up the noteworthy rock and the memo — before leaving, look at the rock to discover it's a piece of flint.





Walk to the fort to the west and push the cannon. Pick up the spy glass, the gunpowder, the cannonball and the rope. Herman appears — tell him you saw a monkey leave and it could have done it. Walk back to the dam (river fork) and use the gunpowder on the dam and the cannonball on the flint — the dam will burst and the map will appear. Walk to the now-filled pond and pick up the rope then leave.



Go to the place called 'crack' (near the beach you started on) and use the ropes on the sturdy branch and stump before picking up the oars. Walk back to the jungle and back to the beach you started on. Pick up the bananas and use the oars on the boat. Now go NE, NW, and then to the beach. Walk to the jungle and to the village, keep walking left. Pick up the bananas and then try to leave, the natives will stop you and will lock you up.



Pick up the memo, the skull and the loose board and walk to the hole to escape. Run back to your starting beach and then the jungle. Walk to the monkey (grey dot) and feed him all your bananas. When they're all gone, look at him and he should be happy.

Walk to the jungle and to the clearing as far right as you can go at about the centre level in the island. Walk to the totem poles and pull the totem pole on the left's nose — the door will open, walk to it and it will shut. Once your monkey opens it go in and pick up the wimpy idol, then go back to your boat and the native village. Give the natives the idol then leave. As soon as you leave go back in again and tell them you're looking for someone not human and give them the leaflet in exchange for the head.

### DALEK ATTACK

1. During play type in 'ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS' to become invincible. You can still be fatally wounded if you leap off high platforms though. If the cheat doesn't work then change the two names around or type 'JAMES BOND' instead of 'ROGER MOORE'.

2. Type one of the following while playing to skip levels:

From London to Paris: 'DAY OF RECKONING'

From Paris to New York: 'THE SLYTHER'

From New York to Tokyo: 'TRICOLOUR COFFEE SHOP'

From Tokyo to Skaro: 'D5 GAMMA Z ALPHA'

### DEFENDER OF THE CROWN

1. When asked to insert disk two, hold down K, insert the disk, but don't let go of K until the game is FULLY loaded. Now examine the "BUILD ARMY" option and you will find you have 2048 knights at your disposal.

2. After conquering a territory, hold down HJKL at the same time, while the drive is still running. If you do it correctly, you'll have 1024 knights both in your home and in your army.

3. After first picking the knight, when Robin Hood appears, type 'PATTERSON' over and over again until the map of England appears. Don't press the return key, and try the cheat again if it doesn't work the first time.

### F29 RETALIATOR

1. On the enrolment screen enter your name as 'CIARAN' and press return, then load up the pilots log. Your name should now read 'OCEAN OK'. When you fly a mission you will now have infinite cannons and missiles.

2. When asked to enter your name on the enrolment screen, type 'THE DIDY MEN', then click on the Colonel icon and press return. Choose a battle area as normal and select battle control. Accept a mission (without choosing one), then select a mission. Now start the game and play normally. When you come to land, simply press enter (on the numerical keypad) and the plane will land by itself.




Go to the house at the end and enter (the one you escaped from) and pick up the banana picker. Leave and exit the village, but near the exit will be Herman, so give him the banana picker and he will give you the key. Go back to your boat and go back to the monkey head. Use the key in right ear then walk into its mouth.



Use the head of navigator and follow its nose to get to the ship. Before you go on, talk to the navigator and keep begging it for the necklace, then use it and board the ship.



Walk left and open the door, use the magnetic compass on the key then leave and go down the hatch. Go past the man in bed and pick up the ghost feather. Go back to the sleeping man and use the feather on his foot twice and then pick up the grog. Walk back to the animal screen and use the key with the hatch to open it. Once in the hatch, use the grog with the bowl then pick up the cooking grease. Go back to the screen with the dancing men and use the grease with the squeaky door then open it and walk in. Pick up the ghost tools and go back to the animal screen — use the tools with the crate. Look at it to get the root, leave, and you'll end up in the native village. After getting the root leave and you'll end up in hell with a ghost. Tell him you'll spray him and he'll tell you he knows where everyone else is. Ask him where and ask other questions 'till Herman comes, tell him 'hey' to leave Monkey Island and go to Melee Island.

## LAST PART — GUYBRUSH KICKS BUTT!

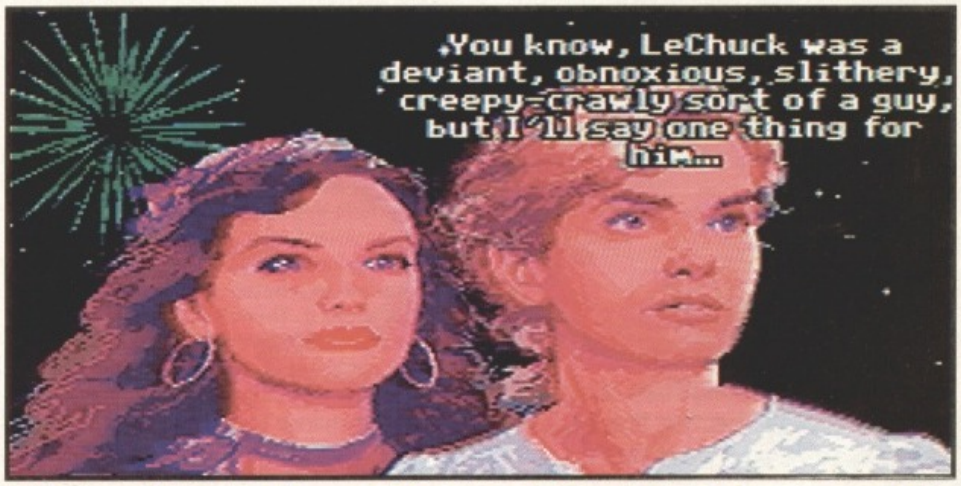
When you appear say you're offering this knew mouthwash to the spectre and he will get zapped, then walk right to the dock. Keep walking right and use the seltzer bottle with the next ghost and walk through the archway.






Open the church door and walk in, say anything to Le Chuck and he will punch you. When you land in the 'Used Ship Emporium' pick up the root beer and use it on Le Chuck. Now enjoy the ending.






3. When you get killed on a mission, instead of restarting the game wait until the 'Service Terminated' screen appears and reset your computer. Reload the game and your pilot should be intact.

4. Set up your mission as normal but don't enter the weapons selection screen. Now when you start your mission you will have unlimited Thunderbolt missiles.

### FANTASY WORLD DIZZY

Enter 'IMMORTAL' on the high score board for infinite lives or invulnerability.

### FIENDISH FREDDY'S BIG TOP 'O' FUN

On the High Diving, keep autofire on all the way down. Push in the direction you want and Fiendish Freddy won't bother you.

### GAUNTLET 2

1a. There are two versions of the following cheat, both the same but different (!). While playing, find a treasure chest and make sure you have a key. Hold down insert (or delete) when you open the chest. Release insert (or delete), and hold the joystick down. Now the help key will give you 5000 health points.

1b. When you open a treasure chest, hold down the help key. When you open a second chest, hold down the insert key — and a golden cross will appear. Collect this and you'll find your health points rise to about 50,000, and you'll also have super shots for the remainder of that level.

2. To avoid tricky levels, pause the game and wait for three minutes. Press fire and all the walls turn to exits. This happens anyway, but if you pause the game you don't lose energy, and will not get attacked while waiting.

3. To get into the secret room, clear the dungeon completely, picking up the super shots last, then go to the exit without pressing fire.

### GODS

1. On level two, buy a shield and magic potion, then get three fireballs and three stars. Spend the rest of your money on food and health. Collect all the gems in the




Name .....
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Telephone no.
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Dear Amiga Force
I would like you to search through The Tips Vault for anything on the following games...
1.....
2.....
3.....



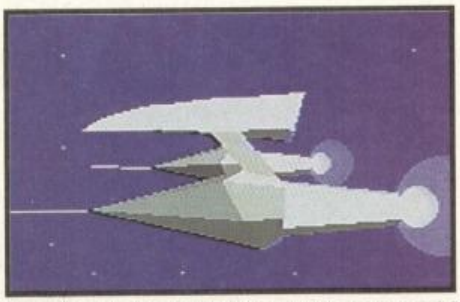
# FRONTIER: ELITE II

**Following on from last month's guide to this intergalactic extravaganza we have these tips sent in by Thomas Smith of Kent.**

1 When you die, select position from disk two then select a station. When loaded, you'll be outside of the Lave station with the same amount of money as you had when you died.

2 When choosing a place you want to hyperspace to, go out of range. As you move along you will eventually come to a system where you can jump to even though it is above your range (I tried this when I was in the Imperial system in a ship with over 35 tons of fuel, I then jumped 300,000 light years to an undiscovered system).

3 One way of making money is to find a station with a escape pod for sale. Downgrade your ship and then buy the pod, launch your ship and then eject when you get back to the station — you will have an eagle ship. Do this as many times as you like to build up lots of credits.



**Ian Reeve from London has also sent in a good supply of Frontier tips to help an weary space traders out there.**

1 Start carefully and quietly. Avoid confrontation with pirates or the police until you have more experience and a better armed ship. Better to gain profits through safe trading before you try to make a living as a pirate or bounty hunter.

2 The recommended starting position on Ross offers at least two easy ways to make money: taking documents to Formalhaut or animal meat to Barnard's star. The other starting positions, especially the Elite classic of Lave, are much more difficult.

3 The old Elite way to make money is still possible. Find two complementary systems and shuttle goods between them. For example, animal meat and robots between Ross and Barnard's star, or luxury goods and robots between Sol and Wolf. The aim is to buy export goods from one system and to sell them to systems which regard them as imports.

4 The more cargo space you can free up, the more profit you can make. Managing without missiles saves two tonnes of space. If you can avoid landing on planets, the atmospheric shielding can also be removed, saving another tonne and also freeing some cash to buy goods.

5 Upgrade to a better ship as soon as you can afford it. There is little point in upgrading straight from your Eagle Mk I to a huge transporter. You will get to the bigger ships sooner if you upgrade continually. You can part exchange to an Eagle Mk II for about 10,000 credits, which will give an extra two tonnes of payload. This will help you to make profit more quickly.

6 Switch off space dust and background stars from the options menu. This will make enemy ships easier to see. You can also switch the labelling on, ships will appear as their registration numbers.

7 As soon as you are attacked, PAUSE using the time control icons. This freezes the enemy ship, but allows you to operate most of your controls. Whilst the game is paused, go to external view and use the cursors to move the view until the enemy ship is on screen. Target the ship with the mouse cursor. If you have a radar mapper, use it to find out how heavily armed the ship is and whether there' any bounty for it. Target missiles if you want. Turn on the autopilot, so that your ship will continually track the enemy. When you are happy that you've done as much as you need to, unpause the game. The autopilot should bring the enemy into your sights, all you need to concentrate on is firing your lasers or missiles.

8 The standard laser is pathetic. Upgrade to a better one at the first opportunity. Remember that a 5MW laser takes up as much space as a one MW laser and two missiles, but is much more useful.

9 Don't take extra fuel to refuel on the way. Fuel is dirt cheap, but takes up one tonne of cargo space. Refuel whilst docked, even if your tank is not yet empty. The few credits wasted will be far outweighed by the extra profit you will make. Never take more fuel than you need. Beware: military hyperdrives produce radioactive waste, which is illegal in some systems. The fines are very heavy (I had to pay 2500 credits for accidentally taking radioactives into Sol).

10 *Elite II* is difficult to start, with a very steep learning curve and a very unforgiving universe. Persevere: it does get easier. Save your position regularly. Once you've built up a decent bank balance, the choice of career is entirely up to you. You could be a pirate, smuggler, bounty hunter, trader, courier, mercenary, miner, explorer, even run your own airline.

11 Or you could do what I do: build up an ass-kicking ship and simply wander the galaxy, enjoying the sights and doing

usual manner, then get a key and make for the exit. When you descend the last ladder, two thieves will appear. Make sure that you don't have enough energy to survive direct contact. Before going down the ladder, release your magic potion, then climb down and open the door. Stand in front of the door ready to leave, but don't push up. Wait until the thieves jump down and as soon as they touch you, push the joystick up. You may lose that life, but the bonus will start to increase, until the game starts again on world two with 28 extra men and about five million points.

2. Select the enter password option and type in 'SORCERY' for infinite energy. If it does not work, try it on the main screen or whilst playing. What you may find, however, is that it only works on a few very rare 'Alchemy' versions of the game.

## HORROR ZOMBIES FROM THE CRYPT

1. Type "CHEATMODE" during play, then F10 skips levels.

2. Type or hold down 'M,.' or 'M.' during play for infinite lives.

3. Type 'BOGEYMAN' as a level code for infinite lives.

4. Type 'BOGEY EATER' for a level code for infinite lives.

5. Type 'IMMORTAL' as a level code for infinite lives.

6. Type 'CUSTODES' for a level code for infinite lives.

## JAGUAR XJ220

1. When you're told to start your engine, press fire. Then when the starter says 'Go', press P to pause the game and then P again to restart it. You'll finish the race instantly with the fastest lap time.

2. To get a bit of extra speed on the racetrack, you need to do a bit of work on the music selection screen. Press the mode button on the CD player, and then click on the right side of the scan button. Finally click on the eject button. You should now find that the whole game runs a lot faster, enabling you do laps in a much shorter time than you previously could.

3. On the soundtrack screen, select Sound Effects and then Mode. Then tune to radio 65.4 (the station that sounds like the A-Team). Although your speedo will stay the same, you should be able to drive faster.

## JAMES POND

1. On the first level, free all the lobsters then go to your

# mortal combat for real.

**Call the Laser Quest linkline now for your nearest Laser Quest arena on 0800 543210.**

**IT'S MORE THAN JUST A GAME**



# THE TIPS VAULT EXCELLENT GAMES

**Beau Jolly, the compilation kings, have got a great new package out with some excellent games on it (pun not intended!). You can read the review over on page 50 or try these tips out for size...**










## James Pond: Codename Robocod

1 When you start the game, on the first roof you come to, above a sign saying 'Arctic Toys' you'll find five objects, which are, from left to right: an apple, an Earth globe, a cake, a hammer and a tap. The first letters of each of these added together (AECHT) is an anagram of the word CHEAT. Pick up the objects in the correct order (Cake, Hammer, Earth globe, Apple and Tap) to receive an invincibility shield lasting 10 minutes. When the cheat is activated, flashing fish form around Robocod, and the music speeds up. Also, if now you go straight into the first room, and then exit immediately you will find that all of the castle doors have been unlocked, allowing you to access any level.

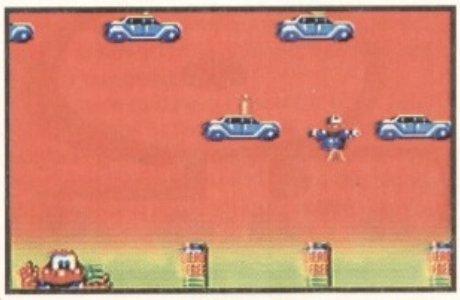
2 On the sports equipment level, after the second spike are five objects in a row, which in order are: some lips, a violin, an Earth globe, an ice-cream and a snowman. The first letter of each of these added together spells out LVEIS, which is an anagram of the word LIVES. Collect these in the correct order (Lips, Ice cream, Violin, Earth and Snowman) for infinite lives.

3 At some point of the game (we don't know where), there are five objects that spell out the word POWER. Collect them in the following order: Penguin, Oil, Wine, Earth and Racquet.

4 Type in 'THE LITTLE MERMAID' during play (the border flashes when activated) for infinite lives. You can use these cheat keys:

| | |
|---|---|
| Return | Infinite shield(toggles) |
| F6 | 50 Hz |
| F6/F7 | 50/60 Hz** |
| K | Suicide |
| P | Plane* |
| F | Wings* |
| B | Bath tub* |
| X | Level Exit |
| C | Car* |
| M | Map select |
| S | Saves your current position in memory |
| G | Level Start |
| F9/F10 | Toggle timing colours |

* Only one of these can be used on each individual level.
** If you have a Big or Super Agnus



| | |
|---|---|
| 01 Level 1-1 | 26 Level 7-2 |
| 02 Level 1-2 | 27 Level 7-3 |
| 03 Level 1-3 | 28 Level 7-4 |
| 04 Bonus Level 1 | 29 Level 7-5 |
| 05 Level 6-1 | 30 Level 5-1 |
| 06 Bonus Level 2 | 31 Level 5-2 |
| 07 Bonus Level 3 | 32 Level 5-3 |
| 08 Level 6-2 | 33 Level 5-4 |
| 09 Level 6-3 | 34 Level 5-5 |
| 10 Level 1 & 2 Boss | 35 Level 5-6 |
| 11 Level 5 & 6 Boss | 36 Bonus Level 9 |
| 12 Level 7 & 8 Boss | 37 Level 5-1 |
| 13 Level 3-1 | 38 Bonus Level 10 |
| 14 Bonus Level 4 | 39 Level 8 |
| 15 Level 3-2 | 40 Bonus Level 11 |
| 16 Bonus Level 5 | 41 Level 9-1 |
| 17 Level 3-3 | 42 Bonus Level 12 |
| 18 Level 3-4 | 43 Bonus Level 13 |
| 19 Bonus Level 6 | 44 Bonus Level 14 |
| 20 Level 4-1 | 45 Bonus Level 15 |
| 21 Level 4-2 | 46 Bonus Level 16 |
| 22 Bonus Level 7 | 47 Bonus Level 17 |
| 23 Bonus Level 8 | 48 Hard Level! |
| 24 Level 4-3 | 49 Level 9-2 |
| 25 Level 7-1 | 50 End animation |

entrance pipe. Just to the left there is a green sticking up rock, go over to it and pull yourself down and you'll find yourself on level six.

2. Type 'JUNKYARD' or 'MR2' during play (or on the title screen, then start the game and hit return) and press return. Now return toggles cheat mode on/off (you will be protected by a floating fairy, meaning you are invincible) and D removes inter level locks. Also, the bottom row of keys on the main keypad now skip through the levels (that's Z, X, C, V, B, N, M, and the comma, full stop, and divide sign). Pressing 6 on the numeric keypad should skip levels.

### JIMMY WHITE'S WHIRLWIND SNOOKER

1. Enter Trick Shot Mode. At any time on the table press the F7 key followed by the F4 key and finally the F1 key. A double click sound will be heard. Return to the Control Menu and access the Demo Mode Menu — there should be a third option — 'DO A RANDOM 147 BREAK'. Select it, sit back and watch the computer perform 147 breaks all day.

2. On a one-player game, making a foul means the computer will take a shot instead of letting you take yours. To overcome this, when you are told you have fouled, press both mouse buttons together until you are given a shot.

3. After all the reds have gone you can choose which colour is potted next by pressing: 2 for yellow, 3 for green, 4 for brown, 5 for blue, 6 for pink, and 7 for black.

### LEISURE SUIT LARRY

1. Press the ALT key and X to get past the proof of age questions.

2. Look at the cheat for all the Sierra games.

### LEISURE SUIT LARRY 2

1. You can go to any location in the game by hitting ALT-D and entering (TP). You are asked for a location number, so try 008-045.

2. Take the ticket to the students and cheat.

3. Look at the cheat for all the Sierra games.

### MAGICLAND DIZZY

During play, press P to pause the

5 Here are the locations of the secret rooms: a. There are two hidden worlds behind the main tower: another sweets level (including a Liquorice Allsorts World, the infamous Bouncing Jelly World, another Cake World and an upside down Jelly World) and an extra scrolling section. To reach them, run along the ground floor — avoiding the doors — then go up and over the first flight of stairs. From the bottom of the second (smaller) tower, make your way up to the landing above Dr. Maybe's final door and run left into the wall. You'll disappear behind the screen and arrive in the Secret Tower room. But who is Katie?

b. Once you've finished the bath level, drop down to the bottom of the castle, and walk left until you get to the small snowman statues. Jump on these and they'll turn into a moving platform. Once you get to the top of the screen, walk left into thin air and jump. By now you should be next to some doors. Go through them for bonus city!

c. Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards, revealing a secret tunnel. At the end of this are even more extra lives and stars.

d. Do as above after the sweets level, but go to the left of the castle. Go on the snowmen once more, and at the top of the screen grab the umbrella and collect all the goodies while you're floating down.

e. On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.

f. Complete a level that doesn't feature a guardian and you'll always find something new when you return to the castle selection screen. In one case you'll find a whole sequence of lifts and things (see above) that lead to a door that you can't normally get to. If you go to the very right of the factory screen and look down you will see a load of crowns, which you can access after coming back from other levels.

6 It is possible to finish *Robocod* by only doing half the levels. A choice of two new doors to enter is given when the correct level is completed. Start by completing the Fluffy Toys one and then by doing the Cars one.

# Populous II

1 Type in 'MUSIC' as a special code. Now you should get some rather ropy music.

2 Try clicking on the writing which goes round the game area for different effects.

3 Once you've activated the lightning, hold down the left mouse button and key 1. Release the mouse button, but keep 1 depressed. Your lightning will continue, but you'll lose no manna.

4 Type in 'IEADTHVCZMZNOSIT', 'IEADTHVCZMZNOSIF', 'FJECVTSUNTGJVAZV', 'ADKITAKDVGZLRGWZ', 'ADKIUCMCZNDIFINL' or 'ADKIUCKBZNZEFIWX' during play or at the password prompt at the beginning of each level to give yourself a deity with maximum experience in all six areas.



5 This isn't exactly a cheat mode, but it's a handy hint all the same. If things are getting on top of you, simply select the Game Options menu and switch over to Computer Vs Computer Mode. Chances are the computer will do a much better job than you, getting you back on track, and when you're ready, just switch back to Human Vs Computer to resume control and win the game.

Try out some of these codes for the 999 levels in this excellent game.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0. DOEGAC | 67. ACUPAD | 134. OOAKAF | 201. AMJIAG | 268. UBMMAT | 335. LELEAB | 402. TUWOAC | 469. ITLDAD | 536. VEBIAF |
| 1. AAWOAK | 68. OMTHAF | 135. AGPIAT | 202. UMQU | 269. HEAMAC | 336. QUMOAD | 403. NEUXAK | 470. MMERAG | 537. TIUNAT |
| 2. LONEAG | 69. AKER | 136. OPUMAB | 203. EMACAD | 270. UGIMAK | 337. ETNGAF | 404. NGMEAT | 471. SIOW | 538. UXLLAB |
| 3. ACMEAB | 70. OOOMAC | 137. AMLLAD | 204. UBITAF | 271. LEUGAG | 338. TUAF | 405. ITSOAB | 472. VEMNAC | 539. IMPEAK |
| 4. OMJIAD | 71. AGMNAK | 138. UMLEAG | 205. HEOPAT | 272. QULD | 339. NETIAC | 406. MMSUAD | 473. TIALAF | 540. DDLOAG |
| 5. AKSUAF | 72. OPAMAT | 139. EMLO | 206. UGUXAB | 273. ETNEAD | 340. NGUNAK | 407. SIADAG | 474. UXINAT | 541. WICC |
| 6. OOAC | 73. AMINAB | 140. UBNGAC | 207. LEHEAK | 274. TUOWAF | 341. ITGHAG | 408. VEII | 475. IMUHAB | 542. GHAGAD |
| 7. AGIIAC | 74. UMUGAD | 141. HEAGAF | 208. QUSOAG | 275. NEVEAT | 342. MMPEAB | 409. TIUXAC | 476. DDAAAK | 543. SOISAF |
| 8. OPOPAK | 75. EMAAG | 142. UGTIAT | 209. ETTU | 276. NGALAC | 343. SIHOAD | 410. UXLYAK | 477. WIEGAG | 544. LDUBAT |
| 9. AMLYAG | 76. UBNE | 143. LEUBAB | 210. TUADAD | 277. ITWIAK | 344. VECCAF | 411. IMFEAT | 478. GHOO | 545. MOTHAB |
| 10. UMHEAB | 77. HEOOAC | 144. QUQHAD | 211. NESIAF | 278. MMUHAG | 345. TIAT | 412. DDDOAB | 479. SONEAC | 546. ABERAK |
| 11. EMDOAD | 78. UGVEAC | 145. ETETAG | 212. NGUXAT | 279. SIABAB | 346. UXISAC | 413. WITTAD | 480. LDEMAF | 547. HOOMAG |
| 12. UBTUAF | 79. LEEMAT | 146. TUHO | 213. ITDDAB | 280. VEEGAD | 347. IMUPAK | 414. GHAKAG | 481. MOJIAT | 548. ADMN |
| 13. HEAK | 80. QUWIAB | 147. NEMMAC | 214. MMFEAK | 281. TIWOAF | 348. DDTHAG | 415. SOPI | 482. ABSUAB | 549. OWAMAD |
| 14. UGSIAC | 81. ETQUAD | 148. NGATAF | 215. SIMOAG | 282. UXNEAT | 349. WIERAB | 416. LDUMAC | 483. HOACAK | 550. AFINAF |
| 15. LEUMAK | 82. TUABAG | 149. ITIMAT | 216. VETT | 283. IMMEAC | 350. GHOMAD | 417. MOLLAK | 484. ADIIAG | 551. WOUGAT |
| 16. QUDDAG | 83. NEIT | 150. MMUPAB | 217. TIAFAD | 284. DDJIAK | 351. SOMNAF | 418. ABPEAT | 485. OWOP | 552. ATAAAC |
| 17. ETLEAB | 84. NGWOAC | 151. SILDAD | 218. UXPIAF | 285. WISUAG | 352. LDAM | 419. HOLOAB | 486. AFLYAC | 553. UXNEAK |
| 18. TUMOAD | 85. ITUXAK | 152. VEERAG | 219. IMUNAT | 286. GHACAB | 353. MOINAC | 420. ADCCAD | 487. WOHEAF | 554. ALOOAG |
| 19. NENGAF | 86. MMMEAT | 153. TIOW | 220. DDLLAB | 287. SOIIAD | 354. ABUHAK | 421. OWAGAG | 488. ATDOAT | 555. UNVE |
| 20. NGAF | 87. SISOAB | 154. UXMNAC | 221. WIPEAK | 288. LDOPAF | 355. HOAAAT | 422. AFIS | 489. UXTUAB | 556. MEEMAD |
| 21. ITTIAC | 88. VESUAD | 155. IMALAF | 222. GHLOAG | 289. MOLYAT | 356. ADEGAB | 423. WOUBAK | 490. ALAKAK | 557. UPWIAF |
| 22. MMUNAK | 89. TIADAG | 156. DDINAT | 223. SOCC | 290. ABFEAC | 357. OWOOAD | 424. ATTHAK | 491. UNSIAG | 558. FEQUAT |
| 23. SIGHAG | 90. UXII | 157. WIUHAB | 224. LDAGAD | 291. HODOAK | 358. AFNEAF | 425. UXETAT | 492. MEUM | 559. UHABAC |
| 24. VEPEAB | 91. IMUXAC | 158. GHAAAK | 225. MOISAF | 292. ADTTAG | 359. WOEM | 426. ALOMAB | 493. UPDDAC | 560. PEITAK |
| 25. TIHOAD | 92. DDLYAK | 159. SOEGAG | 226. ABUPAT | 293. OWAKAB | 360. ATJIAC | 427. UNMMAD | 494. FELEAF | 561. SUWOAG |
| 26. UXCCAF | 93. WIFEAT | 160. LDOO | 227. HOTHAB | 294. AFPIAD | 361. UXQUAK | 428. MEAMAG | 495. UHMOAT | 562. ERUX |
| 27. IMAT | 94. GHDOAB | 161. MONEAC | 228. ADERAK | 295. WOUMAF | 362. ALACAT | 429. UPIM | 496. PENGAB | 563. TTMEAD |
| 28. DDISAC | 95. SOTTAD | 162. ABMEAF | 229. OWOMAG | 296. ATLLAT | 363. UNITAB | 430. FEUGAC | 497. SUAFAK | 564. EGSOAF |
| 29. WIUPAK | 96. LDAKAG | 163. HOJIAT | 230. AFMN | 297. UZLEAC | 364. MEOPAD | 431. UHLDAK | 498. ERTIAG | 565. CCSUAT |
| 30. GHTHAG | 97. MOPI | 164. ADSUAB | 231. WOAMAD | 298. ALLOAK | 365. UPUXAF | 432. PENEAT | 499. TTUN | 566. IIADAC |
| 31. SOERAB | 98. ABUNAC | 165. OWACAK | 232. ATINAF | 299. UNNGAG | 366. FEHE | 433. SUOWAB | 500. EGGHAC | 567. MNIIAK |
| 32. LDOMAD | 99. HOLLAK | 166. AFIIAG | 233. UXUGAT | 300. MEAGAB | 367. UHSOAC | 434. ERVEAD | 501. CCPEAF | 568. PIUXAG |
| 33. MOMNAF | 100. ADPEAT | 167. WOOP | 234. ALAAC | 301. UPTIAD | 368. PETUAK | 435. TTALAG | 502. IIHOAT | 569. NELY |
| 34. ABAL | 101. OWLOAB | 168. ATLYAC | 235. UNNEAK | 302. FEUBAF | 369. SUADAT | 436. EGWI | 503. MNCCAB | 570. ISFEAD |
| 35. HOINAC | 102. AFCCAD | 169. UXHEAF | 236. MEOOAG | 303. UHGHAT | 370. ERSIAB | 437. CCUHAC | 504. PIATAK | 571. LYDOAF |
| 36. ADUHAK | 103. WOAGAG | 170. ALDOAT | 237. UPVE | 304. PEETAC | 371. TTUXAD | 438. IIABAF | 505. NEISAG | 572. INTTAT |
| 37. OWAAAT | 104. ATIS | 171. UNTUAB | 238. FEEMAD | 305. SUHOAK | 372. EGDDAF | 439. MNEGAT | 506. ISUP | 573. LLAKAC |
| 38. AFEGAB | 105. UXUBAC | 172. MEAKAK | 239. UHWIAF | 306. ERMMAG | 373. CCFE | 440. PIWOAB | 507. LYTHAC | 574. JIPIAK |
| 39. WOOOAD | 106. ALTHAK | 173. UPSIAG | 240. PEQUAT | 307. TTATAB | 374. IIMOAC | 441. NENEAD | 508. INERAF | 575. THUMAG |
| 40. ATNEAF | 107. UNETAT | 174. FEUM | 241. SUABAC | 308. EGIMAD | 375. MNTTAK | 442. ISMEAG | 509. LLOMAT | 576. DOLL |
| 41. UXEM | 108. MEOMAB | 175. UHDDAC | 242. ERITAK | 309. CCUPAF | 376. PIAFAT | 443. LYJI | 510. JIMNAB | 577. AAPEAD |
| 42. ALJIAC | 109. UPMMAD | 176. PELEAF | 243. TTWOAG | 310. IILDAT | 377. NEPIAD | 444. INSUAC | 511. THAMAK | 578. LOLOAF |
| 43. UNQUAK | 110. FEAMAG | 177. SUMOAT | 244. EGUX | 311. MNERAC | 378. ISUNAD | 445. LLACAF | 512. DOINAG | 579. ACCCAT |
| 44. MEACAT | 111. UHIM | 178. ERNGAB | 245. CCMEAD | 312. PIOWAK | 379. LYLLAF | 446. JIIIAT | 513. AAUH | 580. OMAGAC |
| 45. UPITAB | 112. PEUGAC | 179. TTAFAK | 246. IISOAF | 313. NEMNAG | 380. INPE | 447. THOPAB | 514. LOAAAD | 581. AKISAK |
| 46. FEOPAD | 113. SULDAK | 180. EGTIAG | 247. MNSUAT | 314. ISALAB | 381. LLLOAC | 448. DOLYAD | 515. ACEGAF | 582. OOUBAG |
| 47. UHUXAF | 114. ERNEAT | 181. CCUN | 248. PIADAC | 315. LYINAD | 382. JICCAK | 449. AAFEAG | 516. OMOOAT | 583. AGTH |
| 48. PEHE | 115. TTOWAB | 182. IIGHAC | 249. NEIIAK | 316. INUHAF | 383. THAGAT | 450. LODO | 517. AKNEAB | 584. OPETAD |
| 49. SUSOAC | 116. EGVEAD | 183. MNPEAF | 250. ISUXAG | 317. LL | 384. DOISAB | 451. ACTTAC | 518. OOEMAK | 585. AMOMAF |
| 50. ERTUAK | 117. CCALAG | 184. PIHOAT | 251. LYLY | 318. JIEGAC | 385. AAUPAD | 452. OMAKAF | 519. AGJIAG | 586. UMMMAT |
| 51. TTADAT | 118. IIWI | 185. NECCAB | 252. INFEAD | 319. THOOAK | 386. LOTHAF | 453. AKPIAT | 520. OPQU | 587. EMAMAC |
| 52. EGSIAB | 119. MNUHAC | 186. ISATAK | 253. LLDOAF | 320. DONEAG | 387. ACER | 454. OOUMAB | 521. AMACAD | 588. UBIMAK |
| 53. CCUXAD | 120. PIABAF | 187. LYISAG | 254. JITTAT | 321. AAMEAB | 388. OMOMAC | 455. AGLLAD | 522. UMITAF | 589. HEUGAG |
| 54. IIDDAF | 121. NEEGAT | 188. INUP | 255. THAKAC | 322. LOJIAD | 389. AKMNAK | 456. OPLEAG | 523. EMOPAT | 590. UGLD |
| 55. MNFE | 122. ISWOAB | 189. LLTHAC | 256. DOPIAK | 323. ACSUAF | 390. OOAMAT | 457. AMLO | 524. UBUXAB | 591. LENEAD |
| 56. PIMOAC | 123. LYNEAD | 190. JIERAF | 257. AAUNAG | 324. OMAC | 391. AGINAB | 458. UMNGAC | 525. HEHEAK | 592. QUOWAF |
| 57. NETTAK | 124. INMEAG | 191. THOMAT | 258. LOLL | 325. AKIIAC | 392. OPUGAD | 459. EMAGAF | 526. UGSOAG | 593. ETVEAT |
| 58. ISAFAT | 125. LLJI | 192. DOMNAB | 259. ACPEAD | 326. OOOPAK | 393. AMAAAG | 460. UBTIAT | 527. LETU | 594. TUALAC |
| 59. LYPIAB | 126. JISUAC | 193. AAALAK | 260. OMLOAF | 327. AGLYAG | 394. UMNE | 461. HEUBAB | 528. QUADAD | 595. NEWIAK |
| 60. INUNAD | 127. THACAF | 194. LOINAG | 261. AKCCAT | 328. OPHEAB | 395. EMOOAC | 462. LEETAG | 529. ETSIAF | 596. NGUHAG |
| 61. LLLLAF | 128. DOIIAT | 195. ACUH | 262. OOAGAC | 329. AMDOAD | 396. UBVEAK | 463. LEETAG | 530. TUUXAT | 597. ITABAB |
| 62. JIPE | 129. AAUXAB | 196. OMAAAD | 263. AGISAK | 330. UMTUAF | 397. HEEMAT | 464. QUHO | 531. NEDDAB | 598. MMEGAD |
| 63. THLOAC | 130. LOLYAD | 197. AKEGAF | 264. OPUBAG | 331. EMAK | 398. UGWIAB | 465. ETMMAC | 532. NGFEAK | 599. SIWOAF |
| 64. DOCCAK | 131. ACFEAG | 198. OOOOAT | 265. AMTH | 332. UBSIAC | 399. LEQUAD | 466. TUATAF | 533. ITMOAG | 600. VENEAT |
| 65. AAATAT | 132. OMDO | 199. AGNEAB | 266. UMETAD | 333. HEUMAK | 400. QUABAG | 467. NEIMAT | 534. MMTT | 601. TIMEAC |
| 66. LOISAB | 133. AKTTAC | 200. OPEMAK | 267. EMOMAF | 334. UGDDAG | 401. ETIT | 468. NGUPAB | 535. SIAFAD | 602. UXJIAK |

game. Type in 'DIAMONDS AND PEARLS' and then press P again to unpause. You will now have infinite lives.

## MANCHESTER UNITED and MANCHESTER UNITED EUROPE

1. Press the left mouse button during a match to activate the two-player mode, making even the hardest teams easy to beat.

2. If you are a masochist, hold down control and escape during the game to lose five nil.

3. To score goals, simply run straight towards the goalkeeper's box, holding down the fire button. When you reach the semi-circle outside the box, release the fire button and immediately move the joystick left or right (depending on which way you are shooting). This will always work if performed properly.

## MONTY PYTHON'S FLYING CIRCUS

1. Type 'SEMPRINI' on the high score table and you'll be able to choose your next starting level with the cursor keys. Unfortunately, it cannot be any higher than previously reached.

2. Type 'POOKY' for an unknown effect.

3. Typing 'ARNOLD BIT MY HAND' gives you 50,000 points.

## PRINCE OF PERSIA

During play, simultaneously hold down caps lock and L to skip levels.

## RISKY WOODS

During play press F1 for more lives, F2 for more money, and F3 to skip to the next level.

## SIERRA ON-LINE UNIVERSAL CHEAT

Yes, a cheat for all the old Sierra games! Press ALT and D at the same time during play to enter the Sierra Test Screen. At this time you can type TP for transport, or GET OBJECT. In response to the prompt New Room: or Get Object you can type a number and the game will either transport you to that screen or give you the object you asked for.




603. IMSUAG
604. DDACAB
605. WIIAD
606. GHOPAF
607. SOLYAT
608. LDHEAC
609. MODOAK
610. ABTTAG
611. HOAKAB
612. ADPIAD
613. OWUMAF
614. AFLLAT
615. WOLEAC
616. ATLOAK
617. UXNGAG
618. ALAGAB
619. UNTIAD
620. MEUBAF
621. UPGHAT
622. FEETAC
623. UHHOAK
624. PEMMAG
625. SUATAB
626. ERIMAD
627. TTUPAF
628. EGLDAT
629. CCERAC
630. IIOWAK
631. MNMNAG
632. PIALAB
633. NEINAD
634. ISUHAF
635. LY
636. INEGAC
637. LLOOAK
638. JINEAG
639. THEMAB
640. DOJIAD
641. AASUAF
642. LOAC
643. ACIIAC
644. OMOPAK
645. AKLYAG
646. OOHEAB
647. AGDOAD
648. OPTUAF
649. AMAK
650. UMSIAC
651. EMUMAK
652. UBDDAG
653. HELEAB
654. UGMOAD
655. LENGAF
656. QUAF
657. ETTIAC
658. TUUNAK
659. NEGHAG
660. NGPEAB
661. ITHOAD
662. MMCCAF
663. SIAT
664. VEISAC
665. TIUPAK
666. UXTHAG
667. IMERAB
668. DDOMAD
669. WIMNAF
670. GHAM
671. SOINAC
672. LDUGAK
673. MOAAAT
674. ABEGAB
675. HOOOAD
676. ADNEAF
677. OWEM
678. AFJIAC
679. WOQUAK
680. ATACAT
681. UXITAB
682. ALOPAD
683. UNUXAF
684. MEHE
685. UPSOAC
686. FETUAK
687. UHADAT
688. PESIAB
689. SUUXAD
690. ERDDAF
691. TTFE
692. EGMOAC
693. CCTTAK
694. IIAFAT
695. MNPIAB
696. PIUNAD
697. NELLAF
698. ISPE
699. LYLOAC
700. INCCAK
701. LLAGAT
702. JIISAB
703. THUBAD
704. DOTHAF
705. AAER
706. LOOMAC
707. ACMNAK
708. OMAMAT
709. AKINAB
710. OOUGAD
711. AGAAAD
712. OPNE
713. AMOOAC
714. UMVEAK
715. EMEMAT
716. UBWIAB
717. HEQUAD
718. UGABAG
719. LEIT
720. QUWOAC
721. ETUXAK
722. TUMEAT
723. NESOAB
724. NGSUAD
725. ITADAG
726. MMII
727. SIUXAC
728. VELYAK
729. TIFEAT
730. UXDOAB
731. IMTTAD
732. DDAKAG
733. WIPI
734. GHUMAC
735. SOLLAK
736. LDLEAT
737. MOLOAB
738. ABCCAD
739. HOAGAG
740. ADIS
741. OWUBAC
742. AFTHAK
743. WOETAT
744. ATOMAB
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746. ALAMAG
747. UNIM
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749. UPLDAK
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751. UHOWAB
752. PEVEAD
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757. CCEGAT
758. IIWOAB
759. MNNEAD
760. PIMEAG
761. NEJI
762. ISSUAC
763. LYACAF
764. INIIAT
765. LLOPAB
766. JILYAD
767. THHEAG
768. DODO
769. AATTAC
770. LOAKAF
771. ACPIAT
772. OMUMAB
773. AKLLAD
774. OOLEAG
775. AGLO
776. OPNGAC
777. AMAGAF
778. UMTIAT
779. EMUBAB
780. UBGHAD
781. HEETAG
782. UGHO
783. LEMMAC
784. QUATAF
785. ETIMAT
786. TUUPAB
787. NELDAD
788. NGERAG
789. ITOW
790. MMMNAC
791. SIALAF
792. VEINAT
793. TIUHAB
794. UXAAAK
795. IMEGAG
796. DDOO
797. WINEAC
798. GHEMAF
799. SOJIAT
800. LDQUAB
801. MOACAK
802. ABIIAG
803. HOOP
804. ADLYAC
805. OWHEAF
806. AFDOAT
807. WOTUAB
808. ATAKAK
809. UXSIAG
810. ALUM
811. UNDDAC
812. MELEAF
813. UPMOAT
814. FENGAB
815. UHAFAK
816. PETIAG
817. SUUN
818. ERGHAC
819. TTPEAF
820. EGHOAT
821. CCCCAB
822. IIATAK
823. MNISAG
824. PIUP
825. NETHAC
826. ISERAF
827. LYOMAT
828. INMNAB
829. LLAMAK
830. JIINAG
831. THUG
832. DOAAAD
833. AAEGAF
834. LOOOAT
835. ACNEAB
836. OMEMAK
837. AKJIAG
838. OOQU
839. AGACAD
840. OPITAF
841. AMOPAT
842. UMUXAB
843. EMHEAK
844. UBSOAG
845. HETU
846. UGADAD
847. LESIAF
848. QUUXAT
849. ETDDAB
850. TUFEAK
851. NEMOAG
852. NGTT
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854. MMPIAF
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871. WONEAK
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875. UNWIAF
876. MEQUAT
877. UPABAC
878. FEITAK
879. UHWOAG
880. PEUX
881. SUMEAD
882. ERSOAF
883. TTSUAT
884. EGADAC
885. CCIIAK
886. IIUXAG
887. MNLY
888. PIFEAD
889. NEDOAF
890. ISTTAT
891. LYAKAC
892. INPIAK
893. LLUMAG
894. JILL
895. THLEAD
896. DOLOAF
897. AACCAT
898. LOAGAC
899. ACISAK
900. OMUBAG
901. AKTH
902. OOETAD
903. AGOMAF
904. OPMMAT
905. AMAMAC
906. UMIMAK
907. EMUGAG
908. UBLD
909. HENEAD
910. UGOWAF
911. LEVEAT
912. QUALAC
913. ETWIAK
914. TUUHAG
915. NEABAB
916. NGEGAD
917. ITWOAF
918. MMNEAT
919. SIMEAC
920. VEJIAK
921. TISUAG
922. UXACAB
923. IMIIAD
924. DDOPAF
925. WILYAT
926. GHHEAC
927. SODOAK
928. LDTUAG
929. MOAKAB
930. ABPIAD
931. HOUMAF
932. ADLLAT
933. OWLEAC
934. AFLOAK
935. WONGAG
936. ATAGAB
937. UXTIAD
938. ALUBAF
939. UNGHAT
940. MEETAC
941. UPHOAK
942. FEMMAG
943. UHATAB
944. PEIMAD
945. SIUPAF
946. ERLDAT
947. TTERAC
948. EGOWAK
949. CCMNAG
950. IIALAB
951. MNINAD
952. PIUHAF
953. NE
954. ISEGAC
955. LYOOAK
956. INNEAG
957. LLEMAB
958. JIJIAD
959. THQUAF
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978. TUPEAB
979. NEHOAD
980. NGCCAF
981. ITAT
982. MMISAC
983. SIUPAK
984. VETHAG
985. TIERAB
986. UXOMAD
987. IMMNAF
988. DDAM
989. WIINAC
990. GHUGAK
991. SOAAAT
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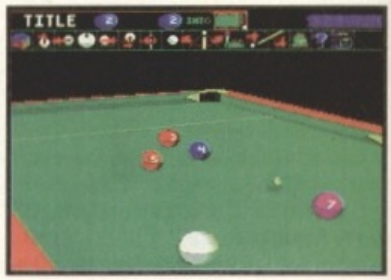
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# Archer Maclean's Pool

1 Go into trick shot mode and type in the code V12F. You will hear a double click. Go into the demo menu and you should see a new menu. Select the players for a demonstration mode and make the computer play itself. The scores will be logged to disk automatically, so you can leave the game playing. This way you can find out the actual abilities of each player.

2 If you're about to lose against the computer while playing 9 Ball, press the Escape key just as it's lining up for the last remaining ball. This will cause the cue ball to follow the 9 into the pocket, leaving you to aim and pot the ball to win.




## STREET FIGHTER 2

1. Start the game in one-player mode, and move to the character select screen. Position the cursor over Blanka, but don't press fire to choose him. Instead, type the word PATIENCE. This will only work if you time it correctly, holding down each letter for the same amount of time (about three seconds). The border of the screen will flash yellow as soon as the final letter E has been entered, informing you that the invincibility cheat is active. During play, you can restore your health to full by pressing F10. This works as many times as needed, and stays active throughout your game. This cheat also works during a two-player game.

2. Start a two-player game, choose characters normally and begin fighting. During the bout press P to pause, then type in 7KIDS making sure that you use the figure 7 from the top row of keys, not the numeric keypad (if you've got one). The border will flash yellow again to indicate the cheat's up and running. Combat resumes and you may either finish the current fight or return to the character selection screen by pressing P to pause, and then escape. It is now possible for both characters to select the same player. Player two will have an arrow over his head.

## TIME MACHINE

Type in 'DIZZY' on the high score table, so that you can level skip by pressing the relevant number. Also A and S select particular screens.

## TREASURE ISLAND DIZZY

1. Type 'I CAN FLY' during the game, then stand on the edge of the beach and jump right. Fly across the water until you see the top of a mast sticking out of the water. Push up and see what happens.

2. For moving around the map, stand as near to the water as possible, hold down the keys that make up the word 'SPAC' and the spacebar. Now when you press C you disappear, and pressing the spacebar makes you reappear. When you have disappeared, pressing M moves the map around.

3. Type in 'EGGSONLEGS' for immunity.




# WHEN THE STREET JUST AINT TOUGH ENOUGH...



# GO PLAY IN THE PARK













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# Letters

**Thanks for all the letters folks! Our mailbag's been stretched to bursting point this month — I know that's what everyone says in their letter introductions but in this case it's true! From this issue onwards there's a free game — chosen by the winner — for letter of the month, so put pen to paper and let us know what gripes you, what you like to rave about and what you think of the new-look Amiga Force... and, of course, what game you'd like if we reckon your letter's interesting enough. Here are this month's selection of scribblings...**

## A1200 HORRORS

Dear Amiga Force,

I have read with interest several letters regarding the A1200 and also the Wordsmith system. My A500 had a fault and I expected a repair to take weeks so I invested in a A1200 — Desktop Dynamite version. The Wordsmith program is a pain, in order to write this letter to you I have had to change disks 13 times!

The Amiga Textcraft actually works on the A1200 — quite a surprise, so I will use that. I just tried to put in an exclamation mark and the request came up for a 14th disk change so I will forget punctuation. About 40% of A500 software works on the A1200 despite what the salesman may tell you and it is very difficult to buy new games that run. *Gremlins* actually started to load — it got as far as the title screen. I have been back and forth from the shop about six times trying to get something that works. I also ordered and paid for games by post but a month later I am still waiting. *Jimmy White's Snooker* loads and you get your cue all chalked and ready — pot the ball and the game crashes. To add insult to injury the repair to my A500 only took a week.



Anybody want buy a A1200? I now want to print this letter so I have to change discs yet again!

**T Lloyd**

**Not too happy with your new A1200 then 'T'? It's true that some games will give you a few problems when it comes to loading. This is because of the different chips inside the new machine. A trick you can try is to hold down both mouse buttons while resetting the A1200. This brings up a special 'boot catch' screen that allows you to switch different chip sets on and off and change things like screen format. Play around with the options here and try rebooting from your game disks. I've just tried it out on *Fantastic Dizzy* and the game loads no problem using this method, but refuses to otherwise.**

**Alternatively, 17-Bit Software can, for a small fee, furnish you with a program called Kick 1.3. Using this disk will, according to 17-Bit, ensure up to 60% of previously incompatible software works fine. Their address is in this month's Public Domain pages.**

**Nick**

## SNES CONVERSION?

Dear Amiga Force,

First of all I'd like to say I am new to the Amiga and yours is the best Amiga mag. I have tried all the others. Could you answer these questions please?

1. Is *Starfox* ever going to come out for the Amiga?
2. Is *Robocop Vs Terminator* going to come out for the Amiga?
3. What is the best shoot-'em-up around?

Thank you if you print my letter and for producing such an excellent magazine.

**James Broome, Norwich**

**Come again? Did you ask whether *Starfox*, the 3D space war game using the Super-FX chip on the Super Nintendo, would be converted to the Amiga? Have you ever known Nintendo to allow any of their games to be converted to any other system other than a Nintendo? No, so it's highly unlikely. Pity though, games like that and *Super Mario World* could easily be created on the Amiga.**

**Virgin have no plans to make an Amiga version of Robocop Vs Terminator and that's quite a relief really — other versions of the game I've seen haven't been that impressive. As for shoot-'em-ups, the word in the office is that Project X from Team 17 is the best there is — at the moment. It only costs £12.99 too!**

**Nick**





Is *Body Blows Galactic* worth buying if you've already got *Street Fighter II*? See the letter below for an answer!



# DECISIONS, DECISIONS

Dear Amiga Force,

Are there any plans to release an enhanced A1200 version of *Frontier: Elite II*? Also, which game should I buy: *Championship Manager '93* or *Body Blows Galactic*? I have *Street Fighter II*

Rahan Ali, Manchester

**According to our release schedules there is no A1200 specific version of *Elite II* in the making — but there *is* a CD32 version in the pipeline, so Gametek may decide to release a cut-down A1200 game from that. Don't hold your breath, though. As for the two games you asked about: it seems a bit of a strange question because they're both so different! If you've already got *Street Fighter II*, though, you might like to try the football management game instead of another beat-'em-up.**

**Nick**




# HIRED HELP WANTED!

Dear Amiga Force,

I recently bought *Hired Guns*, after reading your excellent review, and one of the big attractions for me was the ability to customise the character graphics. However, I am having great difficulty in doing this. I have an Amiga 500+, and the paint package I use is *Deluxe Paint 3*. I seem to be able to save my own graphics over the default ones, but when I try and run the 'Convert' program on disk five, it just returns me to Deluxe Paint, usually with a message saying 'Invalid file name'. I don't know what is going wrong, and the instructions on how to customise the graphics are very brief. Is there any way you could help?

Charles Uglow

**Sorry Charles. No-one here knows exactly how you change the graphics in *Hired Guns* but we all agree that you can! Try writing to Psygnosis with your problem. The people in their technical department will be able to help you more. Their address is: Psygnosis, South Harrington Buildings, Sefton Street, Liverpool L3 4BQ.**

**Nick**

# CD SEARCH

Letter of the Month

Dear Amiga Force

This Christmas I purchased an Amiga CD32 for my three children and myself. As a family that has stepped from a Commodore 64 up to an Amiga CD32 you could say we've had our brains blown out! However, in an epic quest for software (YES IT IS OUT THERE, IT'S JUST SLOW GETTING ONTO THE SHELVES) we were very disappointed with the Amiga's representation in the shops, ie most shops that sell this machine (DO NOT) have it set up (AND WORKING) whereas all the other machines are lit up, hands-on and going places. But the Amigas are just sitting there like top model cars (DON'T TOUCH THE PAINTWORK).

So if the software houses and the public are going to support this mean machine then it has to be seen and heard and ready for some hands-on action. Remember Commodore, it's the young customer that decides which machine is the best (us old-uns just cough up the dough) SO SHOW THEM THE GOODS.

SE Fagg, Kent

**Yes, I've found the same situation as you Mrs Fagg. With the exception of the Tandy shops who had a CD32 demo running in all its glory, the console hasn't really been pushed in the high street. Strange when you think the machine is capable of running its own multimedia presentations and could blow away the Sega Mega-CD in the shops. Come on Dixons, Currys, Woolworths and the rest of you. Get the console in your shops and show off the future of computer gaming. Congratulations. You've one this month's Letter of the Month award! Please write in and tell me what CD32 game you would like as a prize.**

**Nick**




# READ THE TIPS!

Dear Amiga Force,

I'm having trouble on *The Secret of Monkey Island* with getting the bloody idol from the governor's mansion. I've drugged the mad, mental, deadly piranha poodles and can't get any further except for battering Fester Shinetop. Please, please, please tell me because I'm running out of hair to pull, I'm running out of things to break and I'm running out of excuses for you to print my letter.

Brian Mitchell, Dundee

**All I'm going to say is... turn to page 62 now!**

**Nick**

# ADVENTURE HELP

Dear Amiga Force,

Thanks for the best mag on the market. Your game reviews are excellent and your tips pages brilliant. After saying that I must agree with Paul Walker of Warrington that an adventure-only tips section would be a great addition to your already fantastic mag. Being an avid adventurer myself, I know what it's like to come up against a problem that seems unsolvable. You think you've tried everything, you've had half a dozen mental breakdowns, smashed all of your best china and furniture in frustration and come close to using the sledge-hammer on your Amiga. It's at times like these when your only option is to write to an Amiga mag (preferably Amiga Force) in the hope that some godlike person will read your pitiful plea for help and have mercy on you.



Do you really want a section full of screen shots like this?

Anyway I for one hope to see an adventuring tips section included in the near future so myself and many other adventurers won't have to spend any more sleepless nights stuck halfway through a game.

Russell Gadd, Liskeard

**Up to now we've been covering adventure games in the normal playing tips section. Just check out our solution to *The Secret of Monkey Island* this issue — or are you referring to text-based games? We've never had a regular adventure solutions section and you're not the first to ask for one. All I can say is it's being considered. Keep your eyes to the page and you might find one soon...**

**Nick**



# DILEMMAS DOWN UNDER

Dear Amiga Force,

I've finally done it. After a lot of consideration I gave my A500 a good clean and sold it to my local pawnbrokers. The Amiga had been my companion for the last two and a half years and I'd grown very fond of it. It's given me many hours of entertainment and occasionally gave my console-owning friends some fun too.

It was time to move onto an updated Amiga, so I saved just enough money to buy one. I raced over to my local computer store, stepped inside and looked around. I found at least 20 people crowded around the CD32 and about 10 around the A1200. Both of these Amigas looked very impressive but I couldn't buy one until I tried them both out.

I walked over to the CD32 and waited in line for at least 20 minutes, then finally the control pad was handed over to me. I started playing and found out it very atmospheric with excellent graphics and superb quality sound. The experience was wild. I handed over the control pad to an old lady and walked over to the A1200. By the time I got there no one was playing it so I grabbed the joystick and got stuck in. It also had excellent graphics but the sound wasn't as good.

If I had the money I would have bought both, but I don't so I decided that the machine I was going to get was the one which is made better, and the one which lasts longer. To find this out I went to the shop owner and asked him, but he didn't know. So I decided to ask you. Can you please tell me which Amiga is better made and which one lasts longer?

The sooner I know the sooner I can stop being bored.

Andrew Willoughby, Adelaide, Australia

**Well you got there in the end didn't you, Andrew? It's an odd question you've asked. Both Amigas are extremely well built and with tender loving care should last you the rest of your lifetime (or until an Amiga Virtual Reality wonder-computer is launched). The advantages of the A1200 are that it has a keyboard and disk drive which makes it ideal for flight simulations and applications like word processing, as well as having great games. But then, Commodore have a keyboard and mouse upgrade kit on the cards for the CD32 and a CD drive for the A1200 which should even the two machines up a bit. If you want the computer solely for games then the CD32 is your best bet as it has a massive storage capacity, the ability to have amazing intro sequences and CD quality sound. You can now also plug in a Full Motion Video cartridge to watch the latest films and music videos on CD. Of course, normal CDs run on it as well! The decision's up to you I'm afraid.**

Nick

# TAKE TO THE SKIES

Dear Amiga Force,

Recently I've been on the lookout for a flight sim but I don't know which to get. People have told me Birds of Prey is good and others say that it's crap and that Combat Air Patrol is better. Which do you think?

Also, is there a cheat for Chuck Rock 2? If there is, could you please tell me it?

Jonathan Codd, Hillsborough, N Ireland

**According to the 'experts' around the AMIGA FORCE office there are a couple of flight simulations worth looking at, namely *F-15 Strike Eagle II* and *F-19 Stealth Fighter*. They're both now out on Kixx XL re-release so check them out.**

**There is a cheat for *Chuck Rock* but not *Chuck Rock 2* yet — sorry!**

Nick




# DESPERATELY SEEKING...

Dear Amiga Force,

Can you help me? I'm an Amiga owner who is desperately trying to get hold of a copy of an old war game called ***Kampfgruppe***. If you could point me in the right direction I will give you my Grandmother. I have searched everywhere and I'm now suicidal!

Mr WJ Styles

**Nope, never heard of it and I don't really want your Grandmother, thanks very much! Try phoning around some of the mail order companies that advertise in Amiga Force. They might be able to help.**

Nick

# THE SENSIBLE CHOICE

Dear Amiga Force

I am going to get a game for my birthday and I was wondering what game to get. I'm a bit of a soccer sim fan and I was thinking of either getting Sensible Soccer 92/93 or Goal. I have rented out the first version of Sensible Soccer but I was not that impressed. I did like the depth of all the tournaments and stuff though. I have also rented out Striker and thought it was quite good. I have Manchester United Europe.

I see that Sensible Soccer 92/93 is at the top of the Readers' Charts. I really want an addictive and lasting game. I suppose it doesn't have to be a soccer sim, just a good game that will last me a good while. You are always raving on about Sensible so it must be good!

Stephen Hay, Blackrock, Ireland

**I think you've answered your own letter there Stephen! Everyone in the Amiga Force team (with the exception of myself because I hate soccer sims) adores Sensible Soccer in any shape or form. The latest one we've got is on the CD32 and I just can't get Miles and James off it!**

Nick

# CANNON CALAMITIES

Dear Amiga Force

Please help me. I have been searching... endlessly searching...! And the object of my quest? It's certainly not Autumn Gold Cider. The blame lies entirely with Sensible Software and their excellent new game Cannon Fodder.

It was all going so well until I stumbled upon Mission 19. Now the game is 'really' starting to take the p**s!

I have almost pulled all my hair out and what I have left has turned grey. Can you guys help me? Is there anybody out there...

I must go now as those men in the white coats are coming up the drive. Help me Obiwan — you're my only hope!

J Matthews, Birmingham

**Well you are in a pickle, aren't you 'J'? As luck would have it we'll be (hopefully) bringing you a players' guide for this excellent game in the next issue. If anyone out there wants to send in any tips for the game, especially Mission 19, then they could stand a chance of winning the game of their choice!**

Nick

**Thanks to everyone who contributed letters this issue. If you want to know anything about the Amiga or comment on AMIGA FORCE just drop me a line at this address: LETTERS, Amiga Force, Impact Magazines, Ludlow, Shropshire SY8 1JW. You could win the game of your choice if yours is the letter of the month...**

# SubscRipTioNs & BacK IssueS!




## ISSUE SEVEN

Morph and Flashback. Complete maps and tips for The Chaos Engine, Sink or Swim, Lemmings 2 and Body Blows! Puzzle games roundup.




## ISSUE EIGHT

Amiga CD32 revealed! Tips and maps galore for Morph, Body Blows, Flashback, Sink or Swim and both Lemmings and Lemmings 2!




## ISSUE NINE

The great beat-em-up Body Blows has free cards on the cover. Jurassic Park previewed plus loads of tips on Gunship 2000, Lost Vikings and Syndicate.




## ISSUE TEN

Hired Guns review. Strategy games rounded up and tips for Syndicate, Ishar 2 and War in the Gulf.




## ISSUE ELEVEN

Combat Air Patrol reviewed and more Syndicate tips plus a complete solution to the rereleased graphic adventure game Loom.




## ISSUE TWELVE

Brutal Spots Football review. The low-down on Premier Manager II and European Champions plus Hired Guns tips.



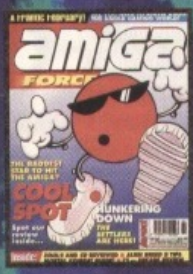

## ISSUE THIRTEEN

Frontier: Elite 2 review plus a special run down of everything available for the CD32 and a free 1994 calender.




## ISSUE FOURTEEN

The arcade hit Mortal Kombat comes to the Amiga! Frontier, Uridium II and Micro Machines tips and yet another CD and PD round-up.




## ISSUE FIFTEEN

Cool Spot bounces onto the Amiga in a cool platform game. The Settlers also reviewed! Plus Alien Breed II and Mortal Kombat players' guides.



# SUBSCRIPTIONS AND BACK ISSUES FORM

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# The Games Guide!

**We've reviewed hundreds of games over the months in AMIGA FORCE, and thought it time to put fingers to keyboard and compile the definitive guide. Unfortunately, as we're including budget and re-release software, we suddenly realised that six pages is woefully inadequate for such a gargantuan round-up... in other words, you get part two (from 'L' onwards) next issue.**

**'ALLO 'ALLO**
**Alternative, £24.99 AF15 40%**
■ 'Allo 'Allo? Yeah, we remember that. When you consider the essentially unconvertable nature of the TV 'show', it's difficult to see how Alternative could produce anything but a platform game with adventure overtones. Thing is, it's not even a good example of the genre. Usually we'd say something along the lines of 'what a shame', but to be honest we're too busy wondering why *anyone* would want to produce a game based on one of the BBC's most insipid 'comedies'.



**4TH & INCHES**
**The Hit Squad, £9.99 AF7 6%**
■ *4th & Inches* received the rather dubious honour of being awarded AF's lowest-ever score back in Issue Seven. In fact, it's so bad we can't bring ourselves to write anything more about it — not even a full stop at the end of this sentence

**688 ATTACK SUB**
**The Hit Squad, £12.99 AF8 83%**
■ Above-average submarine sim, marred only by the unpopular nature of its genre. Still, if you dig this kind of thing, you'll go a bundle over it. Probably.

**1869**
**Flair, £29.99 AF8 83%**
■ A Flair game not involving Trolls or Elvira? Surely not!

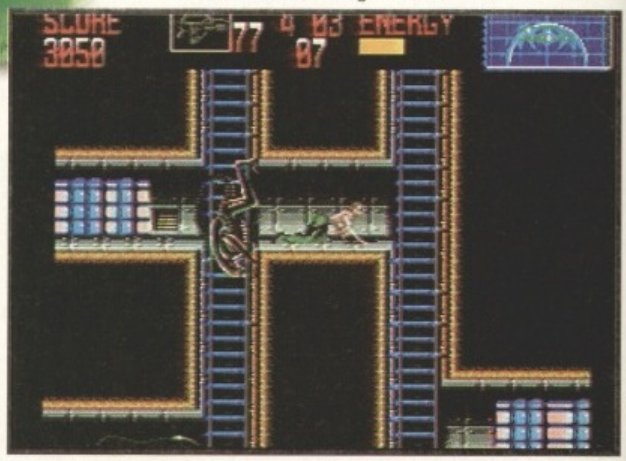
**A-TRAIN**
**Maxis/Ocean, £34.99 AF5 84%**
■ It's a neat variation on the *Sim City* theme, but, unlike the aforementioned, *A-Train* takes some getting used to. Persevere, however, and Maxis' railroad-'em-up can be as rewarding as it is entertaining — especially on the A1200 where it benefits from increased speed.

**ABANDONED PLACES 2**
**Ice, £34.99 AF5 40%**
■ Well-meaning but ultimately flawed RPG. *AB2* offers little originality, and even its graphics — though an improvement over its predecessor's — are largely made up of generic rooms and corridors, and we all know how boring *they* are. Look out for *Legends of Valour* instead.

**ADRENALYNN**
**Global, £7.99, AF5 43%**
■ To call *Adrenalynn* a poor man's *Speedball* or *Speedball 2* would be... spot on. Poorly-designed and lacking any real character, it's the sort of game not even a low price-point can excuse.

**ALFRED CHICKEN**
**Mindscape, £25.99 AF13 87%**
■ We know it's all been done before, and we're fully aware that bits of it could get tedious, but *Alfred Chicken* is pure class. His peck and divebomb are marvellous, too.

**ALIEN 3**
**Virgin, £25.99 AF11 79%**
■ *Alien 3* is an enjoyable platform game, based loosely on the film of the same name, and identical to its Mega Drive counterpart. Thing is, have you seen *Alien 3* on the Super Nintendo? Why couldn't they convert *that* version to the Amiga? Bah.



**ALIEN BREED 2**
**Team 17, £26.99 AF14 88%**
■ A vast improvement over its two predecessors (if you include the tweaked special edition), *Alien Breed 2* is an excellent, if difficult shoot-'em-up cum arcade adventure. Sure, it owes a great deal to old titles such as *Gauntlet* and it hasn't the pace of *The Chaos Engine*, but with two players it's a blast.

**ARABIAN NIGHTS**
**Krisalis, £25.99 AF5 85%**
■ A standard platform game with a few shoot-'em-up subgames that somehow don't 'gel' with the rest of the action. Still, it's polished and playable, if a little lightweight on the lastability front. One for younger gamers.

**ASSASSIN**
**Team 17, £25.99 AF2 78%**
■ *Assassin*'s a fair blast if you're into platform blasters, but it lacks a certain 'oomph' that leaves the sprites appearing to be cardboard cut-outs, the action samey after a few week's play.

**B17 FLYING FORTRESS**
**Microprose, £34.99 AF6 68%**
■ B17 tries to be an accurate simulation of WW2 bomber and, as far as we can see, it achieves that goal quite admirably. Problem is, who said flying bombers is fun? And did the gunners *really* have that much trouble shooting down enemy planes?

**BART VS THE SPACE MUTANTS**
**The Hit Squad, £9.99 AF5 78%**
■ Close conversion of the NES classic. On budget it's a fair little platform romp, but beware — it's not one for the easily irritated...

**BATTLE ISLE '93**
**Blue Byte, £25.99 AF9 72%**
■ Update of the acclaimed original, said to be a 'stopgap' for avid fans until the sequel appears.

**BATTLE SQUADRON**
**Global, £7.99 AF6 68%**
■ Average two-player blaster with attractive graphics and average sound. Its main flaw is its ludicrously easy difficulty setting, but less competent gamesplayers may find that an attractive aspect.

**BATTLESTORM**
**Titus, £many AF13 84% (CD32/CDTV)**
■ An old CDTV shoot-'em-up that just happens to work on the CD32. Worth a look — if you can find it, that is...

**BEAVERS**
**Grandslam, £25.99 AF7 70%**
■ Above average and oh-so-cute platform game, almost worth the asking price for the beaver's whistle alone. Level codes help relieve frustration, but in our opinion they're too few and far between.

**BIG BOX 2**
**Beau Jolly, £29.99 AF4 68%**
■ Average compilation, but only so due to the inclusion of the classics *R-Type* and *IK+*. If you can pick either of those two on budget separately, do so.

**BILL'S TOMATO GAME**
**Psygnosis, £25.99 AF3 60%**
■ Not a very good puzzle game. If Psygnosis are trying to create a new *Lemmings*, they'll have to try a lot harder than this...

**BLADE OF DESTINY**
**US Gold, £39.99 AF9 60%**
■ Flawed RPG that could have been something special with better playtesting.

**BLADE WARRIOR**
**Zeppelin Platinum, £7.99 AF4 54%**
■ Strange RPG/beat-'em-up where characters are displayed in outline only. There's probably a little depth in playability in there somewhere, but we're darned if we can find it...

**BLOB**
**Core Design, £24.99 AF12 82%**
■ Strange arcade puzzler with an unusual approach to platforms. Definitely worth a blast or two, but hardly worth its asking price.

**BOB'S BAD DAY**
**Psygnosis, £25.99 AF13 69%**
■ Ever seen the bonus stage on *Sonic the Hedgehog*? *Bob's Bad Day* owes a lot to that. Again, it's hardly the new *Lemmings*, but playable for a while. More suited to a budget release.

**BODY BLOWS GALACTIC**
**Team 17, £26.99 AF14 91%**
■ If you liked the original *Body Blows*, this may be the game for you. If you didn't, steer well clear — it's essentially more of the same, but with a ridiculous plot and crap characters. Desperately over-rated by the previous AF team, we're afraid...





**BODY BLOWS**
**Team 17, £26.99 AF5 92%**
■ *Body Blows* pales in comparison to *Street Fighter II* on the Super Nintendo (in our opinion the best beat-'em-up ever) but as Amiga beat-'em-ups go... well, it's alright, innit? Not to mention better than its piss-poor sequel.

**BOSTON BOMB CLUB**
**Games Worth Playing, £9.99 AF8 78%**
■ Over-average puzzle game and at a budget price. Who can complain about that?

**BRIDES OF DRACULA**
**Zeppelin Platinum, £9.99 AF10 52%**
■ Ha ha haaaa! Nice whips, though.

**BRUTAL SPORTS FOOTBALL**
**Millenium, £25.99 AF12 94%**
■ An absolutely superb *Speedball 2*-beater. With blood, violence, more blood and lots and lots of extra violence on top, it's a killer of a one-player game and simply superb with two. Possibly Millenium's best release to date.

**BUDOKAN**
**The Hit Squad, £12.99 AF7 85%**
■ Beat-'em-up with a novel perspective on the theme — going straight for the kill is frowned upon and ultimately an unsuccessful tactic. Strategies are important (even essential) for winning, although the lack of any real pace may be a turn-off for some fans of the genre.

**BUG BOMBER**
**Kingsoft/DMI, £25.99 AF1 79%**
■ A playable single-screen puzzle/arcade game that has a lot in common with Hudson Soft's *Dynablaster*. It's slightly more playable with one player, but nowhere near as good as *Dynablaster* with two or above. Ask anyone and they'll tell you that.

**BULLY'S SPORTING DARTS**
**Alternative, £9.99 AF7 73%**
■ Darts isn't a sport that lends itself to conversions, but the cheap Alternative offering isn't a bad effort. One for enthusiasts only, though.

**CAESER**
**Impressions, £25.99 AF3 86%**
■ Engrossing God game in the style of *Sim City*. It's got depth, looks, a user interface that soon becomes instinctive and all at a fairly reasonable price. Cool.

**CANNON FODDER**
**Virgin, £25.99 AF14 90%**
■ Another game rated badly by the previous Amiga Force team — *Cannon Fodder* is easily one of the greatest computer games ever. Superbly programmed and designed, it's an essential part of anyone's software collection. If you don't already own a copy, get out and buy one NOW!

**CAPTAIN DYNAMO**
**Codemasters, £7.99 AF1 68%**
■ Enjoyable if basic budget platformer. It's hardly the stuff of wet dreams, but reasonably playable and most of all, cheap.



**CARDIAXX**
**Team 17, £10.99 AF14 38%**
■ A rare dud from Team 17 — this budget tweaked version of the aging *Cardiaxx* isn't anywhere near the quality we've come to expect of them.

**CARNAGE**
**Zeppelin, £7.99 AF4 70%**
■ Average *Super Sprint* game. It's not overwhelming in any respect, but certainly worth a laugh or two in two-player mode.

**CHAMPIONSHIP MANAGER '93**
**Domark, £25.99 AF7 85%**
■ Football management games are a funny breed. This update of the original Championship Manager is easily the best ever, with ample statistics, information and clever computer intelligence. The only things not in its favour are that a) it has a tendency to crash occasionally, ruining your entire season (and game, if you've not backed-up the disks) and b) it's a wee bit slow. Still, the latter criticism almost works in the game's favour, giving a feeling of weight and time to proceedings.






# The GamesGuide!

**COOL SPOT**
**Virgin, £29.99 AF15 86%**
■ Jolly platformer converted from the Mega Drive original. The animation on Spot himself (or should that be itself?) is superb — it's only the gameplay that lets him down somewhat.

**COOL WORLD**
**Ocean, £25.99 AF4 56%**
■ Dire movie tie-in, with little gameplay content and decidedly 8-bit design (and bad 8-bit as well). Even the tits... sorry, cartoons of Kim Basinger on the title screen don't do much to make *Cool World* worth the reddies.





**CHASE HQ 2 — SCI**
**The Hit Squad, £9.99 AF10 45%**
■ Dire conversion of the coin-op. Still, the arcade machine wasn't much cop (no pun intended) anyway — its predecessor, *Chase HQ* was far better... but not on the Amiga, sob.

**CHUCK ROCK 2**
**Core Design, £25.99 AF6 78%**
■ Slick platformer with excellent cosmetics but frustrating gameplay due to a lack of a password system. It's better than the original, though...




**COSMIC SPACEHEAD**
**Codemasters, £25.99 AF15 82%**
■ Fun arcade adventure in classic CodeMasters style. It's a bit too easy for seasoned gamesplayers, but kids will love it. *Monkey Island* with 'L' plates.






**COVER GIRL STRIP POKER**
**On-Line, £too much AF11 16% (CD32)**
■ The only tit you'll see if you buy this... is yourself when you look in the mirror. They're not real, okay? They're pixels. Go out and meet REAL women and strive to see the genuine article, just like everyone else with a life does. But DON'T buy this pitiful poker/porn hybrid.

**CRAZY CARS 2**
**Fox Hits, £9.99 AF7 36%**
■ Awful driving game with one major flaw — the car never centres. Criss-crossing at high speed may sound like fun, but it's annoying and unrewarding, just like the rest of the game.

**CRYSTAL KINGDOM DIZZY**
**Codemasters, £19.99 AF3 61%**
■ Well it's Dizzy, isn't it?

**COHORT 2**
**Impressions, £25.99 AF7 39%**
■ Feeble wargame with the single redemption that, should you own it, you can play out battle sequences from *Caeser* on it. Not that anyone would want to, of course...

**COMBAT AIR PATROL**
**Psygnosis, £lots AF11 81%**
■ Enjoyable flight sim that doesn't do much that hasn't been done before. Will be appreciated by ent
usiasts, though...

**CRYSTALS OF ARBOREA**
**Games Worth Playing, £12.99 AF8 60%**
■ Above-average RPG with attractive graphics and many locations to visit, if you've got the patience.

**CURSE OF ENCHANTIA**
**Core Design, £34.99 AF1 80%**
■ Enjoyable point 'n' click game with pretty graphics and an enjoyable storyline. It's also somewhat overpriced...

**CYBERPUNKS**
**Core Design, £25.99 AF13 71%**
■ Can you imagine *Alien Breed*, *Gauntlet* and *The Chaos Engine* rolled into one? We reckon the programmers of *Cyberpunks* are *certainly* able to, and have...

**CYTRON**
**Psygnosis, £29.99 AF2 68%**
■ Utterly overpriced and shallow plan-view puzzler/blaster with pretty graphics and so-so gameplay. Its soundtrack's pretty good, though...

**D-DAY**
**US Gold, £29.99 AF9 34%**
■ One of US Gold's weakest titles. With three sub-games, *D-Day*'s a jack of all trades. Pity it doesn't excel at any of them...



**D/GENERATION**
**Mindscape, £25.99 AF14 89% (CD32)**
■ Enjoyable puzzle cum blasting-based CD re-release. There are no enhancements, so the



gameplay's the same as the floppy version — and you know what? That's no bad thing.




**DALEK ATTACK**
**Admiral Software, £16.99 AF3 64%**
■ Playable shoot-'em-up with platforms and, of course, Daleks. Its most memorable feature is that it has a flaw last seen in *Jet Set Willy* — fall from a high building, and it's odds-on you'll restart at the same fatal point again, and again, and again...

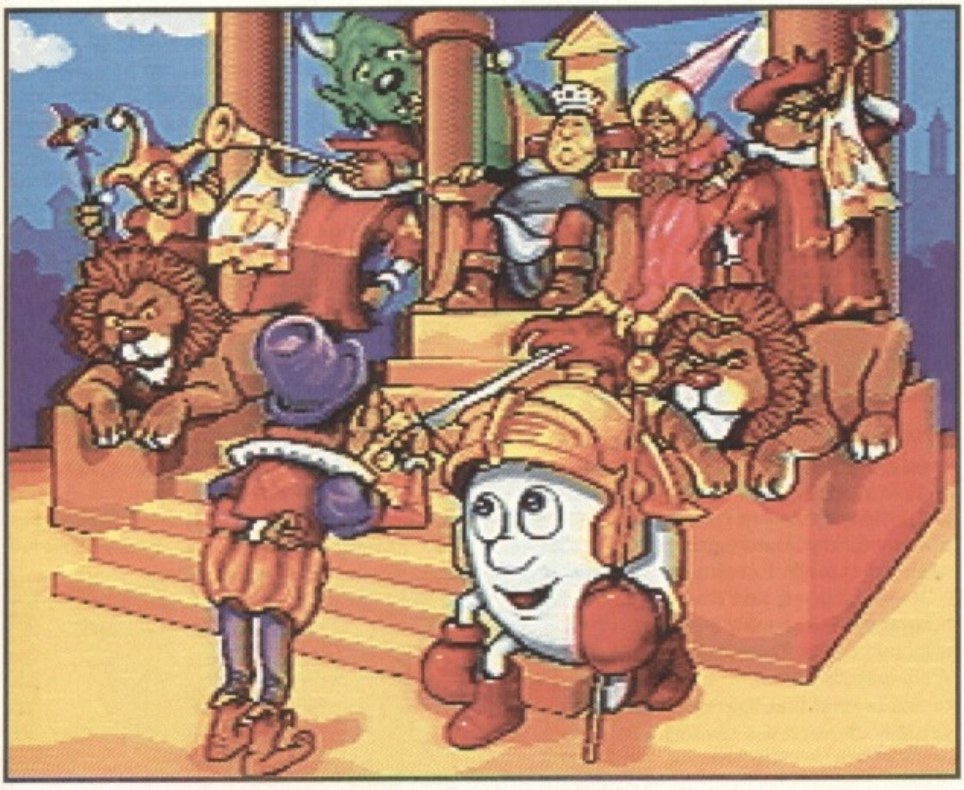
**DEEP CORE**
**Ice, £25.99 AF11 65%**
■ Playing like a poor C64 game, *Deep Core*'s hardly the sort of game to show off your Amiga with. Still, avid cartographers may enjoy exploring its many corridors and rooms...

**DIGGERS**
**Millenium, £29.99 AF10 87% (CD32)**
■ It's hardly revolutionary, not the sort of game to sell the CD32 (it's an in-box title) and it's a wee bit on the slow-moving side, but *Diggers* is fun enough — if you have the patience to stick with it...



**DINOSAUR DETECTIVE AGENCY**
**Alternative, £16.99 AF14 71%**
■ Yeah, great. A game with Dinos in it.

**DISPOSABLE HERO**
**Gremlin, £24.99 AF12 83%**
■ Compulsive blaster with almost enough power-ups, colours and explosions to rival Team 17's *Project X* — but emphasis on the 'almost'...



**DESERT STRIKE**
**Electronic Arts, £29.99 AF6 94%**
■ Excellent conversion of the Mega Drive classic that is — shock — considerably better on the Amiga. With varied missions, superb graphics and a superb Jason Whitley soundtrack, it's worth every penny of its price tag.



**DIZZY — PRINCE OF THE YOLKFOLK**
**Codmasters, £7.99 AF2 79%**
■ Utterly cheerful and too-cute-by-half Dizzy adventure. It's the smallest if the ovoid's outings, and originally appeared as a special extra on a compilation. As a stand-alone game its lastability's questionable, considering the — admittedly low — price tag, but hey — it's great fun while it lasts...

**DOC CROC'S OUTRAGEOUS ADVENTURES**
**Zeppelin, £7.99 AF5 45%**
■ Dodgy platform romp with blatantly apparent 8-bit origins. One to avoid, even on re-release (it was originally known as *Round the Bend*, after the TV show of the same name).




**DOGFIGHT**
**Microprose, £34.99 AF13 48%**
■ The idea behind *Dogfight* is sound enough — choose from various modern and historic aircraft and have, quelle surprise, dogfights — but sadly the implementation's not half as good as the concept.

**DOJO DAN**
**Europress Software, £25.99 AF1 70%**
■ Standard platformer. It's a rare occurrence for Europress Software to release an arcade game — we can't recall seeing any others — but if they want to make an impression as more than an education/utility company, they'll have to try harder than this...

**DOODLEBUG**
**Core, £25.99 AF1 73%**
■ Console-style platformer. *Doodlebug*'s most remarkable aspect is that it was put together — that's everything from graphics to sound to coding — by one person. In these, the days of the development house with huge teams working on single games, this is an unusual happening.

**DREAMLANDS**
**Silmarils, £29.99 AF12 81%**
■ Well, it's an RPG. Oh, and it looks good too.

**DUNE 2**
**Virgin, £29.99 AF8 87%**
■ Superb strategy game with all the gloss and polish we've come to expect from Virgin.

**EDD THE DUCK 2**
**Zeppelin Platinum, £9.99 AF9 23%**
■ Dire platform game. Edd moves as if he really *has* got a hand up his bottom, with other sprites appearing to have two. Avoid like the plague.

**ENTITY**
**Loriciel, £25.99 AF6 57%**
■ We're not sure if Loriciel were intending to out-*Flashback* Delphine with this gorgeous-looking but largely unplayable release, but one thing's for sure — they didn't succeed. Still, the heroine's got the obligatory bum and tits that wobble while she runs, so if you're the type who likes that kind of thing...

**EUROPEAN CHAMPIONS**
**Ocean, £25.99 AF12 73%**
■ Well, it's not *Sensible*, is it?

**F-29 RETALIATOR**
**The Hit Squad, £12.99 AF14 72%**
■ DID's first big game for Ocean. Recently re-released on budget, it's a fair simulation but alas, only compatible with A500s and A2000s...

# The GamES GuidE!

**F19 STEALTH FIGHTER**
**Kixx XL, £12.99 AF5 90%**
■ Said to be one of the best simulations ever, this Microprose offering is worth every penny on budget. Oh, and it's also one of the few games that can justifiably be put on an XL/Platinum/super duper-yet-more-expensive range — the documentation that comes with it is pretty impressive...

**FACE-OFF ICE HOCKEY**
**Buzz, £9.99 AF9 58%**
■ Dodgy hockey game that's not even good enough to be mentioned in the same. Sentence. As. *EA Hockey*.

**FANTASTIC VOYAGE**
**Centaur, £much AF13 27% (CD32/CDTV)**
■ Cacky CDTV title that just happens to work on the CD32. Marvellous. *Fantastic Voyage* will *really* set the world on fire, I'm sure...

**FASCINATION**
**Cocktel Vision, £29.99 AF1 64%**
■ So-so point-and-click adventure with oh-so-linear gameplay. Coktel Vision's *Gobliins 2* is far more enjoyable...

**FATMAN**
**Black Legend, £25.99 AF15 75%**
■ Dodgy looking platform game. And what kind of name for a software house is Black Legend? They sound like one of those dodgy packets of condoms. We'll forgive them, though — just as long as they don't start a budget label called Deep Black Intruders, they're cool with us...

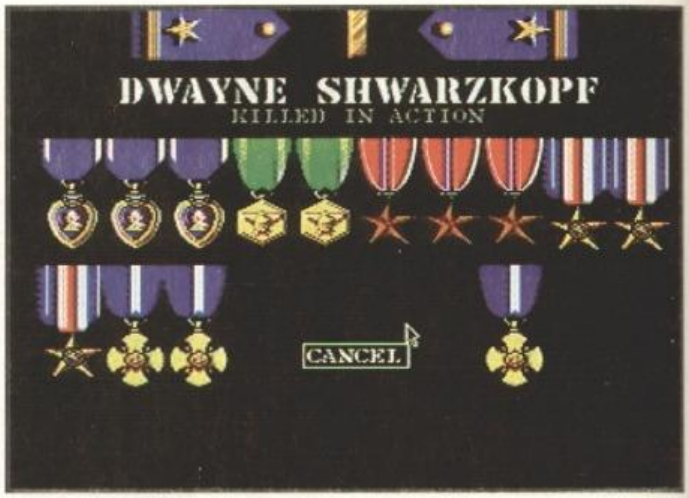



**FINAL FIGHT**
**Kixx, £9.99 AF7 79%**
■ So-so beat-'em-up that suffers from an unholy amount of in-game disk swapping. Worth a look on budget, but without a second drive, we'd not recommend it.

**FIRE AND BRIMSTONE**
**Kixx, £9.99 AF5 52%**
■ Dire *Ghosts 'n' Goblins* clone with tricky and unrewarding gameplay. It's also full of bugs — even on the first few screens. Surely the gametesters should have noticed them?

**FIREFORCE**
**Ice, £25.99 AF1 59%**
■ A cross between *Green Beret* and *Enigma Force*, *Fireforce* is playable enough. However, it lacks any real lastability and, quite frankly, charging £26 quid for it is ridiculous.

**FIST FIGHTER**
**Zeppelin, £9.99 AF10 18%**
■ *Fist Fighter* is by far the worst beat-'em-up we've ever encountered. Its only redeeming feature is that you can re-format the disk to use on something else, and we defy anyone to name a worse attempt at cashing in on 1993's *Street Fighter 2/Mortal Kombat* bandwagon.




**FLASHBACK**
**US Gold, £29.99 AF7 96%**
■ Following the departure of Delphine's master coder Eric Chani, some wondered whether the French development team could ever top previous classics like *Another World* and *Cruise for a Corpse*. However, *Flashback* is better, bigger, brighter and more innovative than its predecessors — but will there be a sequel? We can but hope...



**FLIMBO'S QUEST**
**Kixx, £7.99 AF1 68%**
■ We can remember *Flimbo's Quest* on the C64, where its vibrant colours and sheer layers of parallax impressed a great deal. The game wasn't that much fun after a while, but hey — it looked good, and was re-released on budget (£3.99) roughly a year after its original release. The morale of this story? Well, there isn't one, to be honest, but if you take it as read that the Amiga version is virtually identical the the C64 one, it's not really worth shelling out one, is it? Younger players may appreciate its charms, though.

**FRONTIER**
**Gametek, £29.99 AF13 96%**
■ Sequel to David Braben's *Elite*. While *Frontier*'s undoubtedly an astounding technical achievement, on 16-bit machines it's too slow and jerky (making combat sequences largely unplayable). If you're a proud owner of an A1200, this could be a must-buy.

**FURY OF THE FURRIES**
**Mindscape, £29.99 AF15 86%**
■ Well, it's got fluffy things in it...

**GALACTIC WARRIOR RATS**
**Alternative, £9.99 AF3 79%**
■ *Galactic Warrior Rats* is very close to Psygnosis' *Cytron* in terms of gameplay and design. Bar its average graphics, *Rats* beats the full-price effort hands down — and all at approximately £20 cheaper. Makes you think, doesn't it?

**GEM'X**
**Global, £7.99 AF2 60%**
■ Cheerful gem-busting puzzler. If you can forgive the shameful pictures of scantly-clad girls, you may find this disappear-'em-up a real diamond of a game...

**GLOBAL GLADIATORS**
**Virgin, £25.99 AF10 78%**
■ Above-average but woefully easy platformer. Converted from the Mega Drive original, it's similar to *Cool Spot* in many respects, but while younger console owners may lap this kind of game up, more mature Amiga owners don't. Or do they?

**GLOBDULE**
**Psygnosis, £25.99 AF14 51%**
■ Interesting but flawed platform/puzzle game. And no, it's not the new *Lemmings*. Try again, Psygnosis...

**GOAL!**
**Virgin, £19.99 AF8 92%**
■ Superb soccer game. It's not as good as *Sensible* — let's face it, what is? — but it's certainly a darn fine game. It's also pretty cheap.

**GOBLIINS 2**
**Coktel Vision, £29.99 AF3 83%**
■ Cute and often genuinely amusing point 'n' click adventure. It has its fair share of flaws — in particular, its disk accessing is bloody annoying — but its charm and sometimes hilarious puzzles more than make up for them.

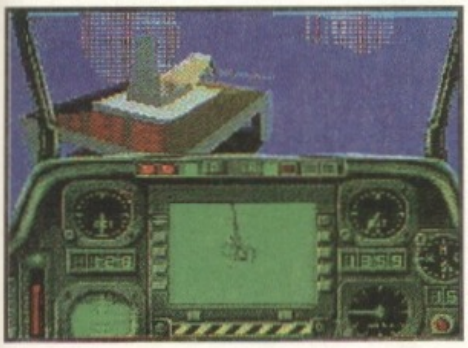
**GOBLINS 3**
**Sierra, £pass AF15 80%**
■ Not bad, but not as good as its predecessor.

**GRAHAM GOOCH WCC**
**Audiogenic, £29.99 AF6 68%**
■ Mildly enjoyable cricket sim — possibly the best ever, cricket not being the most convertable of sports. Terrible music, though...

**GRANDSLAM COLLECTION**
**Grandslam, £29.99 AF2 26%**
■ Dire collection of old (and very crap) Grandslam releases. Don't even consider buying it.

**GUNBOAT**
**The Hit Squad, £12.99 AF10 60%**
■ It's a sort of water-related simulation, innit? It's not very good — so I suppose we'd better use some feeble summing-up line (as we

always do) like 'one for enthusiasts only'. Yep, that sounds about right...



**GUNSHIP 2000**
**Microprose, £34.99 AF8 96%**
■ Superb sequel to the original classic. It's the sort of game hard drives were made for, but it doesn't lend itself well to floppies. Check it out and see.

**HARDBALL**
**The Hit Squad, £9.99 AF10 47%**
■ Dodgy baseball-'em-up.

**HARLEQUIN**
**GBH Gold, £9.99 AF8 70%**
■ *Harlequin*'s strange. It's a platform game, yet it has a save game feature. In fact, it has a lot going for it, but doesn't enthral in the way you'd expect. Try it out — you might be pleasantly surprised. It's cheap, too...

**HERO QUEST**
**The Hit Squad, £7.99 AF4 70%**
■ Conversion of the Games Workshop board game. *Hero Quest*'s okay for a quick bash, but you never feel as if you're actually in control of any given situation. Buy the utterly superior *Laser Squad* instead — or, if you prefer the swords and sorcery genre, try *Lords of Chaos*.

**HIGH STEEL**
**Alternative, £4.99 AF12 29%**
■ No comment.

**HIRED GUNS**
**Psygnosis, £29.99 AF10 97%**
■ Utterly superb arcade adventure. Up to four players can join in — the screen's split into four separate displays, each with a first-person perspective — and with a variety of missions to complete, lots of player interaction and superb cosmetics, *Hired Guns* is arguably Psygnosis' finest game to date.




**HISTORYLINE: 1914-1918**
**Blue Byte, £34.99 AF5 91%**
■ Well, it's a strategy game by Blue Byte, isn't it?

**HOT RUBBER**
**Fox Hits, £9.99 AF8 51%**
■ If you want a decent biking game, get *Super Hang-On* or *No Second Prize*. Whatever you do, don't buy *Hot Rubber* — it's cack.

**HUCKLEBERRY HOUND**
**Alternative, £some AF12 21%**
■ Disgustingly bad character licence. Alternative have their moments — every now and then they'll come up with something cheap 'n' playable — but this poor, sad excuse for a game isn't one of them.

**HUDSON HAWK**
**The Hit Squad, £7.99 AF2 66%**
■ Did you know that if you leave the joystick alone long enough while playing (or not, as the case may be) *Hudson Hawk*, a piano falls from the sky and crushes him? Well it does. That's probably the best thing in this weak conversion of the equally poor movie. Later levels are near impossible to complete without a cheat mode (or AR cart), so only those with God-like gaming skills are advised to give *Hawk* a try.

**HUMANS 2**
**Gametek, £29.99 AF12 75%**
■ It's not *Lemmings*. Secondly, it's not *Lemmings*. It never has been a *Lemmings* beater, never will be a *Lemmings* beater and it's... oh sod it.



**INDIANAPOLIS 500**
**The Hit Squad, £12.99 AF14 44%**
■ Fair race sim with speedy vector graphics and oval circuits. In fact, lots of oval circuits. Actually, one could say that *all* the tracks are oval, depriving *Indianapolis 500* of a certain element of mystery ('oh no, which way do I turn this time?'). It's more strategy-based than its nearest rival — Geoff Crammond's classic (and superior) *F1GP* — so purists may enjoy it.

**INT RUGBY CHALLENGE**
**Domark, £25.99 AF6 19%**
■ Unfathomably bad rugby bash. With a surely record-breaking number of bugs and glitches, an astounding lack of challenge and graphics that'd make a C64 blush, *Rugby Challenge* is utter crap.

**INTERNATIONAL SOCCER CHALLENGE**
**Kixx, £9.99 AF5 18%**
■ So far, no-one's succeeded in mixing a first-person perspective with soccer. This attempt's no better than the others — probably worse.

**INTERNATIONAL TENNIS**
**Zeppelin, £7.99 AF2 76%**
■ So-so budget tennis sim. Its four-player option's pretty cool, but the lack of any serviceable tournament option proves to be a near-fatal omission. Still, it's worth a laugh or two if you've got a few mates around to play it.

**ISHAR 2: MESSENGERS OF DOOM**
**Similaris, £29.99 AF8 91%**
■ An RPG with superb graphics and absorbing gameplay.

**ISHAR: LEGEND OF THE FORTRESS**
**Daze, £29.99 AF7 74% (1200)**
■ Like its sequel, *Ishar: Legend of the Fortress* is great to look at, but this A1200-specific version doesn't deliver any noticeable extras.

**JAHANGIR KHAN WCS**
**GBH, £7.99 AF3 58%**
■ Weak rendition of an essentially unconvertable sport. The only decent squash game on any computer is *International Squash* on the C64 by Zeppelin — and only in two-player mode at that. It's unlikely to be converted.

**JAWS**
**Alternative, £4.99 AF12 33%**
■ Not so much 'der dum... der dum' as 'WHAT A LOAD OF CRAP'. Still, it's cheap...

**JET STRIKE**
**Rasputin, £25.99 AF14 79%**
■ Talk about a nostalgia trip! This is *Harrier Attack* for the 90s, and no mistake. It's slow to get started, there's too much disk accessing, it's utterly infuriating, yet particularly playable. Life's like that, eh?

**JOCKY WILSON'S DARTS**
**Zeppelin Platinum, £9.99 AF9 44%**
■ Lard.

**JOE AND MAC**
**Elite, £25.99 AF3 62%**
■ Average console conversion. As two-player platformers go, it's far from dire, but it's not the kind of game that'll set the world alight.

**KGB**
**Virgin, £30.99 AF2 90%**
■ Utterly atmospheric and engrossing (if linear) point 'n' click adventure. It's as user friendly as you could hope for, with a well-written plot and instinctive user interface. Also, it's due out on budget later this year...

**KNIGHTMARE**
**Mindscape, £14.99 AF5 63%**
■ Confusing RPG. One for die-hards only.

**KNIGHTS OF THE SKY**
**Kixx XL, £16.99 AF13 93%**
■ Reckoned by many to be the best Amiga sim ever, it's certainly one of the most accomplished — and, bar *Gunship 2000*, it's the only really classic game from Microprose in a long time.

**KRUSTY'S SUPER FUN HOUSE**
**Acclaim, £25.99 AF2 79%**
■ The original review in Issue Two of AMIGA FORCE pointed out that *Krusty's* is a fun game... and well done to Acclaim and all that jazz. Thing is, Acclaim lost interest in the Amiga scene (they being an American-based company — we all know how well the Amigas do in the states, don't we?) and decided to sell their products on to another software house...

**KRUSTY'S SUPER FUN-HOUSE**
**Virgin, £25.99 AF11 73%**
■ ...which happened to be Virgin, who eventually got 'round to releasing it. Hurrah...

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# amiga FORCE

**It's going to be packed to bursting with all the essential gaming info you've come to expect from us. Including...**

## TFX

Tactical Fighter Experiment is the latest cool 3D flight sim from Ocean. From what we've seen of the game it's going to be hot stuff...



## LIBERATION

Mindscape's amazing CD32 block buster comes to the Amiga in a 16-bit and 32-bit version. We check them both out next issue.






## RISE OF THE ROBOTS

The beat-'em-up genre's set to take a battering with the launch of this futuristic cracker from Mirage.





## THE AF CHALLENGE

We start our quest around the country to find the best Amiga gamesplayer. We'll be playing special challenges in schools and colleges — where will we be next month? Tune in and find out.

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# AMIGA

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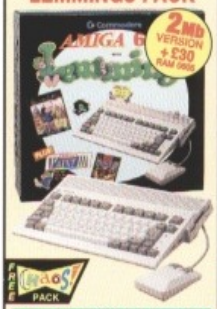
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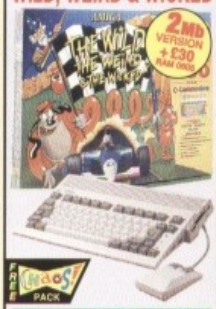
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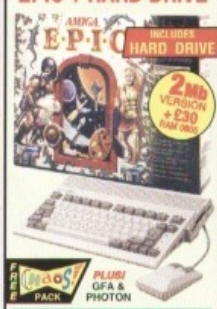
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| 2Mb RAM | 85Mb HD 12ms | **£549** INC VAT - AMC 1766 |
| 2Mb RAM | 127Mb HD 12ms | **£579** INC VAT - AMC 1828 |
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**AMIGA 1200 SPECIFICATIONS**
- 68020EC Processor - 14.19mhz Clock Speed
- 32-bit Architecture/2mb Chip RAM
- Amiga DOS v3.0/Built-in TV Modulator
- AA Chip Set/16.8 Million Colours
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot
- 96 Key Keyboard with Numeric Keypad
- 2½" Internal IDE Hard Drive Options
- 1 Year On-site Warranty

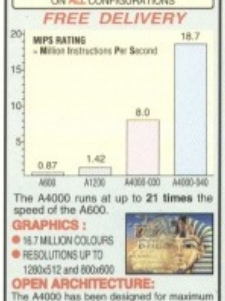
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## AMIGA 4000 SPECIFICATIONS




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The A4000 runs at up to **21 times** the speed of the A600.

**GRAPHICS :**
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**OPEN ARCHITECTURE:**
The A4000 has been designed for maximum flexibility providing plenty of room for memory & peripheral expansion.
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- 1.76mb 3½" FLOPPY DRIVE

NEW! AA CHIPSET

## AMIGA 4000 CONFIGURATIONS

The Amiga 4000 '030' and '040' are available in several RAM/Hard Drive options from Silica (please see below). All are fully configured and approved and carry Commodore's full one year on-site warranty. RAM upgrades are also available from Silica. Due to current fluctuations in the market, please call for upgrade prices.

**25MHz 68030**

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| 2Mb RAM | 80Mb HD 19ms | **£899** INC VAT - AMB 3028 |
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**25MHz 68040**

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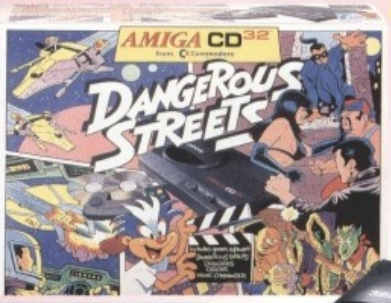
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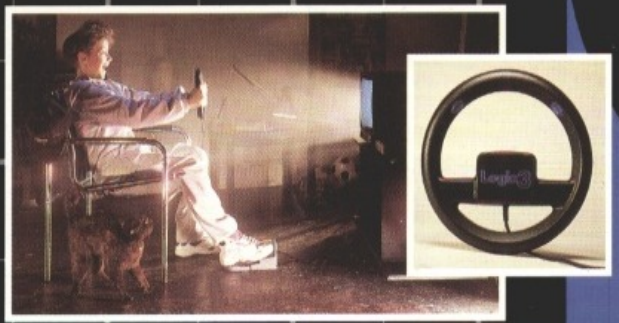


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